



SUPER SHOWMANSHIP GUIDE



HILLSDALE COUNTY 4-H

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CONGRATULATIONS!

You have been selected to represent your Species in the Super Showmanship Contest
on **Saturday, October 1, 2022.**

Enclosed please find the following to assist you in preparing for this event:^{1,2}

Superintendent's List

Showmanship Tips

Animal Diagrams

**You need to return the Biographical Information Sheet and Team Members list by
Friday at 5:00 p.m. to the Youth Department Fair Office located in the Youth
Department Non-Livestock Exhibit Building.**

Thank You and Good Luck!

¹From 2018. Josie Gilmore, MSU Extension Intern / Revised 2021, Hillsdale County 4-H Super Showmanship Task Force

² Ottawa County 4-H Teen Club

SUPER SHOWMANSHIP CONTESTANTS

1. Beef = _____

2. Sheep = _____

3. Swine = _____

4. Dairy Goats = _____

5. Meat Goats = _____

6. Rabbits = _____

7. Poultry = _____

8. Horse = _____

9. Draft Horse = _____

10. Dairy = _____

11. Market Feeder Calves = _____

Super Showmanship Winner:

LIST OF POTENTIAL COACHES

[Youth willing to coach provided below]

Beef

Feeder Calves

Sheep

Swine

Goats

Rabbits

Poultry

Horse

Dairy

SUPER SHOWMANSHIP TEAM MEMBERS

Please list your team members below:

Your Name: _____

Your Species Representing: _____

Team Member:

Dairy: _____

Feeder Calf or Beef: _____

Sheep: _____

Swine: _____

Goat: _____

Poultry: _____

Rabbit: _____

Horse: _____

SUPER SHOWMANSHIP CONTEST GUIDELINES

- (1) The Super Showmanship contest shall be overseen a representative(s) appointed by the Youth Division Fair Advisory (YDFA) Committee and administrated by the superintendents of each species.
- (2) The Super Showmanship Contest provides an opportunity for champion showmen 14 years or older to compete for best all-around honors at the fair.
- (3) Super showmanship invites the following species' champion showmen to participate - beef, dairy cattle, market feeder calves, meat goats, dairy goats, sheep, swine, poultry, rabbits, light horses, and draft horses (11 youth contestants).
- (4) Participants will be expected to use the correct showmanship technique for species shown. Learning the show techniques for each species is the responsibility of the 4-H'er. A packet of resource materials is available in the ribbon box provided to each superintendent and will be distributed to the champion showman after the specific show.
- (5) Previous winners are not eligible to compete.
- (6) If the champion showman cannot be present for the Super Showmanship contest, the reserve champion showman or next placing in line will participate. If a 4-H/FFA member wins showmanship in more than one species, the member will select only one species from each show to enter in Super Showmanship. In that event, this substitution will follow the same pattern as stated above. If an individual does win champion showman in multiple different species, the individual must determine which species they will represent no later than the day of the exhibitor's last animal show.
- (7) Unless there are extenuating circumstances 4-H/FFA members must enter their own animal in the Super Showmanship contest, if there are extenuating circumstances, they need permission from a superintendent to substitute.
- (8) Participants must indicate their participation in the Super Showmanship contest to the 4-H office located in the non-livestock building the day of their individual species show.
- (9) Contestants will show the following: beef, market feeder calf, dairy cattle, meat goat, dairy goat, sheep, swine, poultry, rabbits, light horse, and a draft in the contest.
- (10) The show will be a time-sensitive event, with limits in place for the participants to show each specie. The timekeeper will notify the participants and the judges when one minute is left for each round.
 - Horses will be allowed a total of 30 minutes for showmanship.
 - Rabbits and poultry will be allowed a total of 30 minutes for showmanship.
 - Large Animal (including goats) will be allowed 15 minutes for showmanship of each specie.
- (11) The order of the show shall be as follows:
 - 2:15 p.m. – Pre-Contest Meeting
 - 2:30 p.m. – Horse (in the Horse Show Arena / rain location is the Horse Barn)
 - 3:30 – Small Animal (Poultry and Rabbits in the Small Animal Barn)

 - Immediately Following (in the Large Animal Show Arena)
 - Dairy Cattle
 - Meat – Type Goat
 - Dairy – Type Goat
 - Sheep
 - Beef
 - Feeder Calves
 - Swine

- (12) Once they indicate their participation, they should begin to construct their team from the list provided by the superintendents (see #19 below). Contestants are responsible to seek out their own coaches as provided on this list of youth exhibitors or may recruit their own coaches outside of this list. Coaches may serve on more than one team.
- (13) This list of willing youth exhibitors will be available in the Super Showmanship packet and posted in the 4-H office in the non-livestock building. Coaches may serve on more than one team if necessary.
- (14) Participants including contestants, coaches, and youth providing animals must attend a brief informational meeting 15 minutes before the contest in the large animal show arena.
- (15) Superintendents are responsible for finding qualified judges.
- (16) There will be a judge for each specie. Each judge will be provided a judge's score card and the criteria for judging. Based on the criteria detailed in the packet, judging will be according to placement ranking. The judge will rank the contestants from 1 (being the best) and up. For example, if there are 11 contestants in the showman class, the contestants will be ranked from 1 (being the best) up to 11.
- (17) Animals that will be shown in the contest must be approved by each building superintendent after receiving the support and participation from the owner of each animal. Animals used for the contest should be a Youth Department project unless it is necessary to use open class because of number of animals needed.
- (18) Animals selected for super showmanship should be manageable and easily shown. Safety of exhibitors is of primary consideration. Project superintendents will have the final decision on animals (see below). Animals must be on the fairgrounds the entire week.
- (19) Superintendents will submit a list of youth exhibitors who are willing and qualified to participate as coaches to guide and instruct contestants. This should be made available to the 4-H office and included in the Super Showmanship Packet. No coaching is allowed once the Super Showmanship contest begins.
- (20) Animals should be clean and presentable (not groomed) and ready to show one half hour prior to the contest. No animals will be fitted.
- (21) All 4-H rules of conduct will apply including those of sportsmanship before, during, and after the contest.
- (22) Scores are available to individual participants and will be communicated individually by the 4-H Program Director after the conclusion of the fair.

Roles

Super Showmanship Contestants

- Contestants are responsible to . . .
 - Encourage your friends and other club members to be on the list of available coaches
 - Retrieve the Super Showmanship Packet after winning Grand Champion Showman.
 - Indicate participation in the contest at the 4-H Office in the Non-Livestock Building
 - Recruit coaches from the sheets provided by the superintendent or add recruit your own coach from other exhibitors
 - Grow in your knowledge of showmanship technique by reading through the Super Showmanship packet and interacting with your coaching team
 - Secure all needed equipment to participate from all your team members
 - Complete a short participant biography BEFORE Super Showmanship. This will be read out loud to the audience. The directions are included in the Super Showmanship Packet.
 - Prepare your own animal for the contest
 - Attend a brief informational meeting (with your coaches) 30 minutes before the contest in the large animal show arena

Superintendents

- Superintendents oversee the following:
 - Supply your contact information for inclusion in the Super Showmanship Packet by the beginning of August
 - Approve animals and a handler for each animal needed for contest. If not enough 4-H animals are available, then an open class animal may be used.
 - Make the Super Showmanship Packet available to the Grand Champion Showman of each specie. These are supplied in the ribbon boxes.
 - Guide Grand Champion Showman to indicate his or her participation in the Super Showmanship Competition in the 4-H Office in the Non-Livestock Building.
 - Secure a judge
 - Consider assigning an adult group leader to assist you, as superintendent, to guide the contest, help approve animals/handlers, and document those willing to be youth coaches.
 - Making sure the animals are ready and in the show ring on time.
 - Collecting the finished score cards and turning them into the score keepers / ring manager.
 - Make sure we stay on time
 - Ensure adequate audio resources available in your show area for the program

YDFA

- YDFA leadership shall . . .
 - Appoint a representative to lead the Super Showmanship contest
 - Assist superintendents as needed.
 - Propose edits to Hillsdale County Fair Youth Division Premium Book
 - Prepare Super Showmanship Packet with support of the 4-H Program Coordinator. All edits should be finished by August 1
 - Have 4-H Program Coordinator prepare letter for contestants
 - Provide score cards for judges
 - Provide an adult who will serve as an announcer and read a short participant biography during the contest for each participant
 - Recruit a commentator

- Provide three score keepers for the contest and a timekeeper
- Order plaque name plate
- Secure sponsor and order Super Showmanship Belt Buckle
- Enforce the rules that are stated above

Ranking Card

The judge will rank the contestants from 1 (being the best) and up. For example, if there are 11 contestants in the showman class, the contestants will be ranked from 1 (being the best) up to 11.

Contestant Name or #	Draft Horse	Light Horse	Rabbit	Poultry	Dairy	Meat Type Goat	Dairy Type Goat	Sheep	Beef	Feeder Calves	Swine	TOTAL
1.												
2.												
3.												
4.												
5.												
6.												
7.												
8.												
9.												
10.												
11.												

Scoring

Ability to Control Animal

- General handling and being in the safety zone of animal
- Having control of the animal

Ability to present animal to breed standard

- Posing
- Handling/maneuvering
- Patterns/procedures

General knowledge of specie and/or breed (3 questions)

Parts of the animal (2 questions)

Appearance/attitude of contestant

2022 SUPERINTENDENT CONTACT LIST

Large Animal Superintendents

General Large Animal Superintendent:	Tom Schaedler	
Market Feeder Calf:	Don Ladd	
Beef:	Scott Knapp	
	Mark Geib	
Sheep:	Scott Brown	
	Greg Jones	
Swine:	Ron Oates	
	Steve Haines	

Small Animal Superintendents

General Small Animal Superintendent:	Nikki Sobell	
Assistant GSAS:	Carla Gerth	
Dairy-Type Goats:	Jessica Smith	
	Guy Rodgers	
Meat-Type Goat	Jordan Stump	
	Frances Churchill	
Poultry:	Nikki Sobbell	
Rabbits:	Denese Belson	

Equine Superintendents

General Equine Superintendent:	Katelyn Osborn	
Equine Pleasure:		
Equine Draft:	Dawn Johnson	

Dairy

General Dairy Superintendent:	Britney Dickinson	

BASICS OF SHOWMANSHIP

Do

- Stay calm and quiet with the animal.
- Watch the judge and be aware of where they are at all times.
- Be courteous to the judge and other exhibitors.
- Make sure to know the details (age, breed, reproductive status, etc.) of the animal that will be exhibited, and how to best handle it.
- Know the basic anatomy of each animal, including good conformation traits that the animal has, and traits of the animal that could be improved. These can be learned through talking with the owner of the animal before the show.
- Make eye contact with the judge when possible.
- Pause before entering the show ring to give space between animals.
- Keep the spacing between animals as consistent as possible during the class.

Don't

- Yank, jerk, hit, or pull on the animal.
- Talk while in the show ring unless it's to the judge or the show officials.
- Stop showing until outside the ring.

HORSES

The Basics

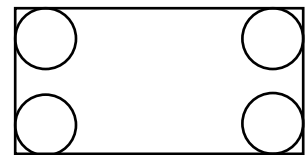
Fitting and showing is the horse version of showmanship. The conformation of the horse isn't judged in showmanship, as the class is about the exhibitor showing the horse to its best qualities.

The goal is to move quietly with the horse, giving small cues whenever necessary and possible. Make sure to speak with the owner of the horse beforehand to find out what cues they use with the horse during showing. There will be a pattern given by the judge for exhibitors to lead the horse through. It will most likely involve walking, trotting, stopping, turning, and setting the horse up.

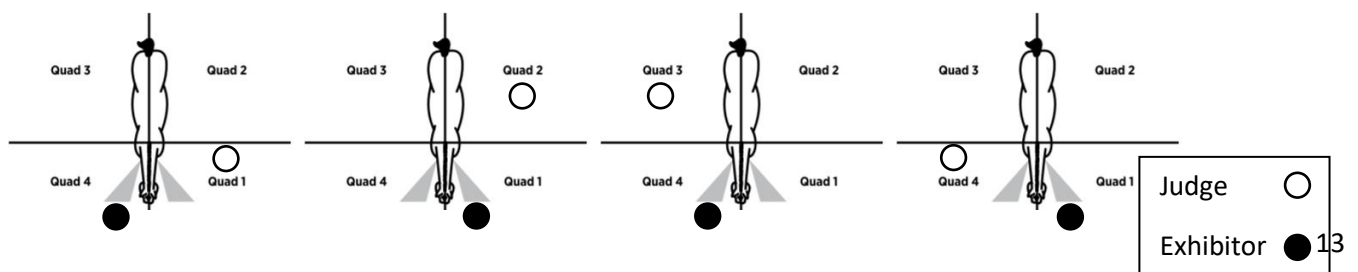
Scorecard	
Category	Points Possible
Appearance of Animal	40
Appearance of Exhibitor	10
Showing Animal in the Ring	50
Total Points	100

How to Show a Horse

- The lead shank should be held in the exhibitor's right hand, about 8 to 12 inches from the halter. This may change depending on the height of the exhibitor and/or horse. The goal is to allow the horse to carry its head in a natural position. Excess lead should be looped loosely and held in the left hand, positioned at about waist level.
- When leading, the exhibitor should stay beside the horse, between the shoulder and head. Always lead from the left side of the horse (The horse should be on the exhibitor's right). If moving toward or away from the judge, the horse should move in a straight line. Do not make diagonals unless told to do so.
- When turning, the animals should be turned to the right unless told otherwise, or if the situation calls for a turn to the left. When a pivot turn is required, the ideal turn involves the horse pivoting on the right hind leg. The inside rear leg of the turn should stay stationary on the ground during the entire turn.
- When stopping, the exhibitor should stop far enough away from anything in front of them to leave room for another horse in front of themselves and their horse. When the horse is stopped, the exhibitor should set the horse up, putting each leg straight down underneath the horse. This is done by putting a small amount of pressure, either toward or away from the exhibitor, on the lead shank until the horse moves its feet to the correct position. This should be done quickly and quietly.
- Imagine the horse viewed from above. The basic shape is a rectangle. The goal with setting the horse up is to put a foot in each corner of the rectangle.
- While the horse is standing still, the judge may move around the horse to look at it. Depending on where the judge is in relation to the horse, the exhibitor needs to change their position at the head of the horse. This is done to keep the judge's view of the horse from being obstructed while the exhibitor maintains a position of being able to clearly see the judge.



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Possible Questions

The exhibitor should know the details of the horse they are showing – the breed, sex, and conformation details that are good and improvements that could be made.

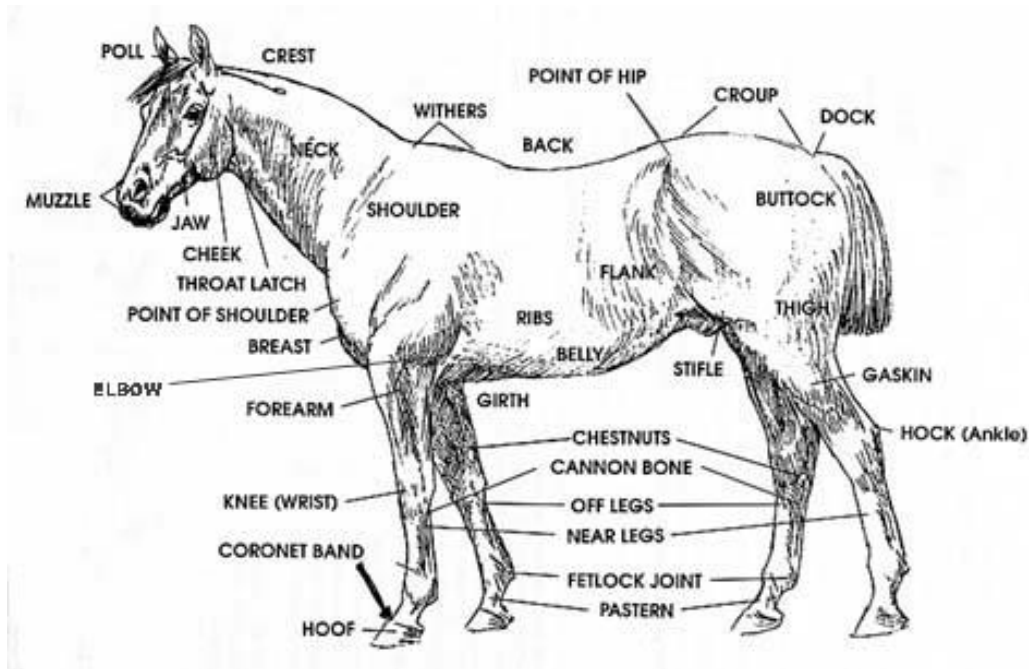
Breeds

Clydesdale - Draft
 Belgian - Draft
 Percheron - Draft
 Shire -Draft
 Welsh - Pony
 Chincoteague - Pony
 Connemara - Pony
 Pony of the Americas

Shetland - Pony
 Thoroughbred - Light
 Haflinger - Light
 Friesian - Light
 Lusitano - Light
 Lippinzaner - Light
 Miniature Horse - Light
 Mustang - Light

Arabian - Light
 Tennessee Walking Horse - Light
 American Saddlebred - Light
 Appaloosa - Light
 Paint - Light
 Quarter Horse - Light
 Morgan - Light

Anatomy



Terms

Colt	Male horse under 4 years old
Filly	Female horse under 4 years old
Mare	Female horse over 4 years old
Stallion	Male horse over 4 years old that has not been castrated
Gelding	Castrated male horse
Dam	The mother of the horse
Sire	The father of the horse
Foal	A baby horse
Yearling	A horse approaching or just turning one year old

Vital signs

Temperature Range	99 to 101° F / 37.2 to 38.3° C
Pulse	28 to 44 beats per minute
Respiration Rate	10 to 24 breaths per minute

How to Show a Draft Horse

- Exhibitor should have lead strap in right hand and short show stick in left. When moving with the horse, its head should be even with your right shoulder. If you are out ahead pulling the animal the head will come down and the horse will won't be able to travel freely. If you are too far behind the horse you may loose control. Horse and exhibitor should travel together.
- Enter the ring at a controlled trot, horse's head up.
- After entering the ring, park on rail at the direction of the judge or ring steward. After stopping at the rail, turn yourself 180 degrees so that your left shoulder is next to the horse. Change the lead to the left hand and show stick to the right hand. When setting up and showing horse, lead should always be in left hand. When moving horse at walk or trot, lead should be in right hand.
- Exhibitor should wait their turn for judge to call or motion them to present horse. When directed, lead horse to judge and get instructions for presenting horse, if it has not been done by the ring steward earlier. Instructions might be: "Walk a few steps and trot further, turn around, walk a few steps and return at a trot with your horse." You will line yourself up in front of the judge and go directly away as directed. While leading away from the judge the exhibitor must prepare for the return and should do as the diagram suggests. The horse should be led to the left of the line of travel, turn to the right back into the line of travel, returning directly to the judge who should not have to move to see the horse travel. Exhibitor should be watching the horse and follow the line of travel. In preparing to set the horse up for final inspection, the exhibitor should stop the horse a safe distance from the judge. In setting up the horse, the front feet should be set squarely under the shoulders and the back feet should be together or one slightly ahead of the other if they cannot be kept even. The horse should be kept clean. Exhibitor attention should be closely divided between the horse and the position of the judge as the inspection is completed. As the judge inspects the horse, the exhibitor should not obstruct their view. When the judge has completed inspecting the horse, the exhibitor should turn the horse to the right and trot smartly away from the judge unless otherwise instructed.
- Upon returning to the rail, the horse should be set up in line and presented in anticipation that the judge could be looking at any time. However, both the exhibitor and the horse are allowed a more relaxed position.
- During the final inspection on the rail, the judge may ask you to move the horse from the line to be placed in a new position. When doing so, the horse should be backed from the line, turned to the right, and led to the assigned position.
- Remember, keep showing your horse until the class is over. The judge may still switch the horse around until he or she writes the numbers on the score card. The judges should make every attempt to speak with each exhibitor before they leave the ring.
- Always be a gracious winner and a good sport, no matter where you placed.

BEEF

The Basics

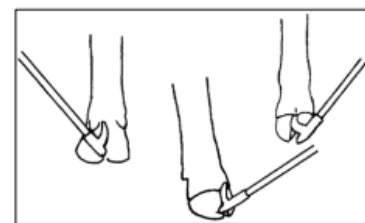
Beef cattle are shown with the purpose of marketing the animal. The best way to do well with beef is to set the animal up and lead them so that they look their best and most marketable. This means setting the feet square when stopped and walking at a reasonable pace that flatters the animal's way of moving. Be sure to keep the head of the animal held high to best show off the brisket and shoulder to the judge.

Scorecard

Category	Points Possible
Appearance of Animal	40
Showing Animal	40
Appearance and Merits of Exhibitor	20
Total	100

How to Show a Beef Animal

- Leading should be done from the animal's left side. The lead chain should be held in the right hand, close to the halter, with the smallest finger closest to the halter. Excess lead should be left to hang (If the lead touches the ground when hanging, it should be folded and taped or tied to a shorter length so that it doesn't present a tripping hazard). Excess lead should not be wrapped around the hand.
- The show stick is held in the left hand, and the scotch comb is in the back pocket of the exhibitor's pants. The teeth should face toward the exhibitor for safety. Show sticks should not be longer than the animal's body, or taller than the exhibitor, so that they can be easily and safely carried and used.
- Generally, cattle will be lined up once they enter the ring to start a class. When pulling into the line, the exhibitor should look at where they need to be, and lead toward that spot. Following the exhibitor previous can lead to an S shaped line. Make sure to leave room between cattle when pulling into a line. There should be enough room for another animal in between each animal in line. This also applies when the animals are moving.
- Turns should be made in a clockwise direction when possible to keep the animal from stepping on the exhibitor.
- When stopping, turn and switch the lead and show stick from one hand to another. This can be difficult to do quickly at first, so make sure to practice before showing.
- The show stick is used for placing the feet, calming and controlling the animal, and keeping the top level.
- When setting up cattle, set the back feet first using the show stick, either push the foot away or pull the foot closer until the legs are in the correct place. It is easier to move a foot back than to move a foot forward. The stick can also be used to set the feet further apart.
- Imagine the beef animal viewed from above. The basic shape is a rectangle. For the rear view, each foot needs to be placed into a corner of the rectangle for the animal to stand square. For a profile view, the front feet stay square, and the back feet are staggered – one foot a little in front of the other.
- Once the feet are set, the show stick is rubbed along the animal's belly to keep them calm. Make sure to only rub the stick one way along the calf – the exhibitor should rub one way along the calf, then pick the stick up and repeat the motion.
- The comb is used for touch ups that need to be made while in the ring when the judge is not looking. If the judge touches the animal, the exhibitor should smooth the area with their comb after the judge has moved on from their animal.



Possible Questions

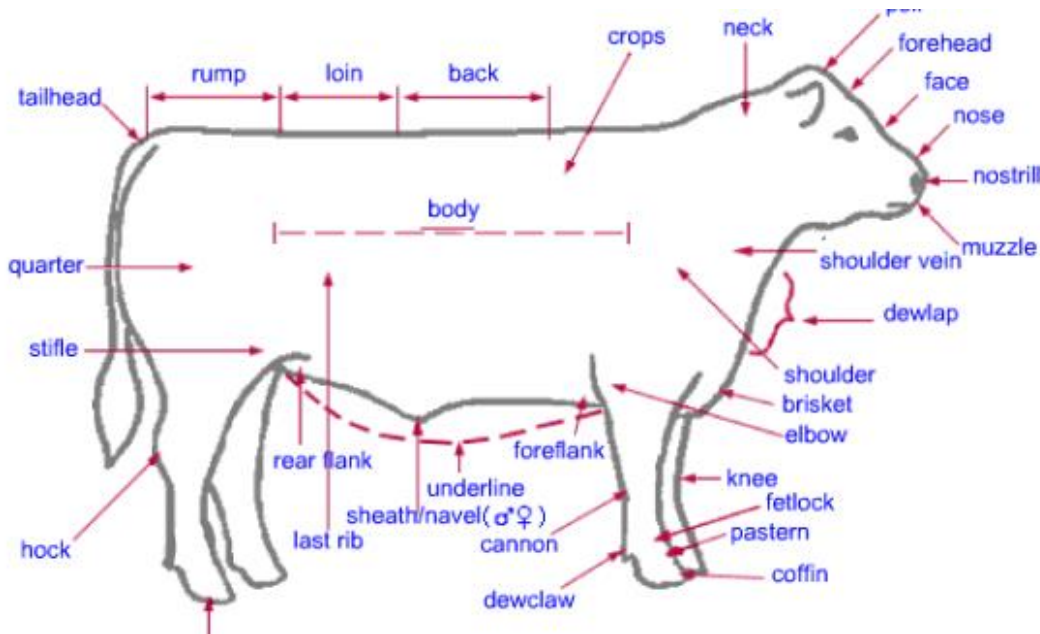
Bull	Intact adult male
Steer	Castrated male

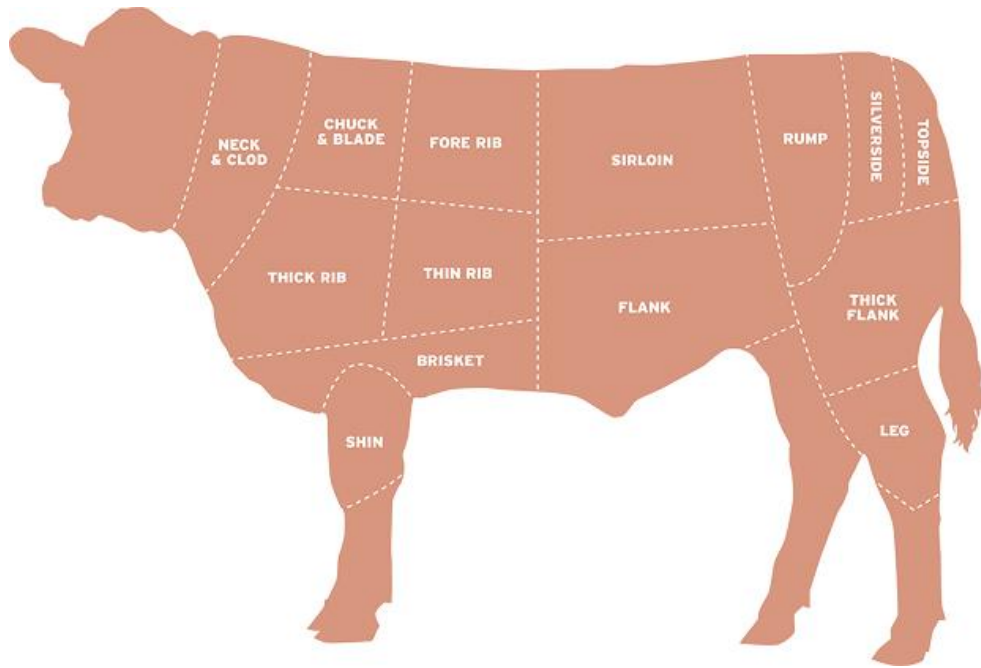
Stag	Male castrated after development of secondary sex characteristics
Cow	Female that has given birth
Heifer	Young female that has not given birth
Calf	Young bovine animal
Polled	Animal naturally born without horns

Vital Signs

Temperature	101.5 to 102.8° F
Pulse	40 to 70 beats per minute
Respiration rate	10 to 30 breaths per minute

The exhibitor should know the basic anatomy of the beef animal and be able to name good qualities and improvements that could be made on the animal in the ring.





Breeds

Angus
 Limousin
 Hereford
 Charolais
 Shorthorn
 Brahman
 Maine-Anjou

Belted Galloway
 Highland
 Simmental
 Texas Longhorn
 Belgian Blue
 Wagyu
 Brangus

Adaptaur
 Dexter
 Gelbvieh
 Irish Moiled
 North Devon

DAIRY

The Basics

Scorecard

Category	Points Possible
Appearance of Animal	30
Appearance of Exhibitor	10
Showing Animal in the Ring	60
Total	100

How To Show Dairy Cattle

- Always lead the animal in a clockwise manner; this puts the exhibitor on the outside of the circle. Walk the animal slowly and with short steps with its head carried high.
- As the judge studies the animal, the preferred method of leading is walking slowly backward, with the exhibitor facing the animal and holding the lead strap in the left hand close to the head with the extra lead neatly gathered in one or both hands. When given the signal to pull into line, move quickly to that position in the ring.
- When posing and showing a dairy animal, the exhibitor should stay on the animal's left side and stand faced at an angle to the animal in a position far enough away to see the stance of its feet and topline. Pose the animal with the feet squarely placed. The feet are moved using pressure on the lead to move the animal forward or backward. Whichever rear foot is closest to the judge should be moved forward to show the udder.

Possible Questions

Terms

Heifer	Female who has not had a calf
Cow	Female who has had a calf
Bull	Intact male
Steer	Castrated male
Calf	A young bovine
Freemartin Heifer	Female born as a twin of a male, sterile as a result
Parturition	The process of giving birth

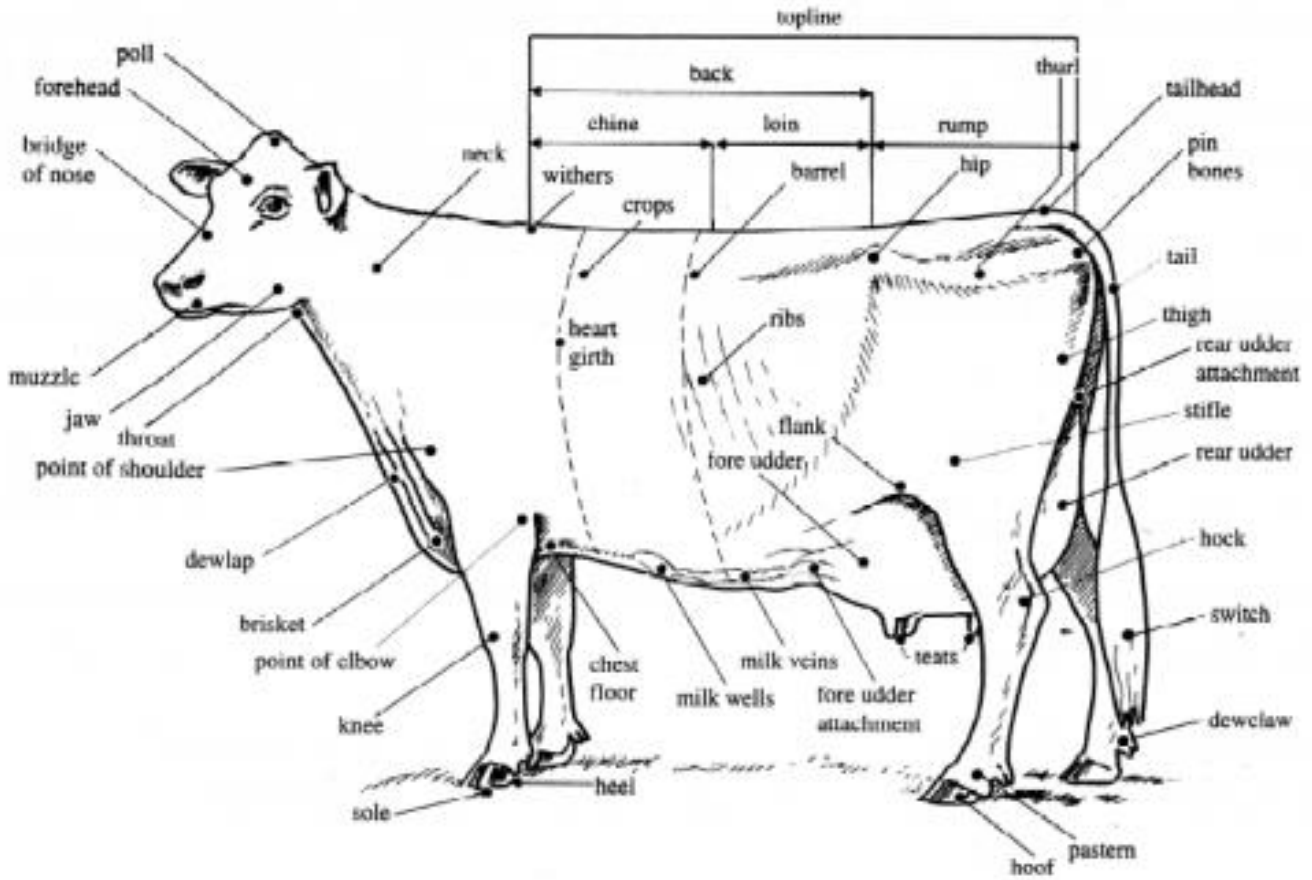
Vital Signs

Temperature	101.5 to 102.8° F
Heart rate	40 to 70 beats per minute
Respiration Rate	10 to 30 breaths per minute

Breeds

Jersey
Holstein
Milking Shorthorn
Brown Swiss
Ayrshire
Guernsey

Anatomy
Parts of a Dairy Cow



GOATS

The Basics

The goal is to move quietly, to work well with the animal, and not to move too quickly. A good pace is a slow, relaxed walk around the ring.

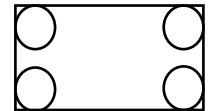
There is no set pattern to follow, the judge will tell the exhibitors where to go once they are in the ring. It will most likely be leading the goats in a line around the show ring, lining up either head to tail or side by side, setting up the animal, and making sure that the exhibitor stays on the opposite side of the goat from the judge while leading or standing. The exhibitor should always switch sides by moving around the front of the goat, switching hands smoothly as they change what side of the animal they are on.

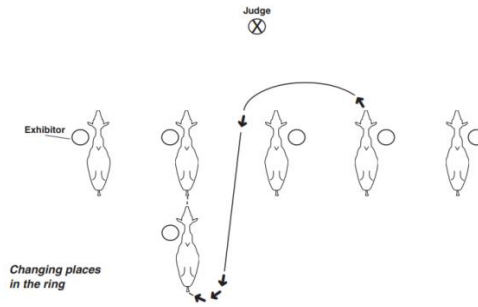
Scorecard

Category	Points Possible
Appearance of animal	40
Appearance of exhibitor	10
Showing animal in the ring	50
Total	100

How to Show a Goat

- Goats are shown using a collar. The collar should be held in whichever hand is closest to the goat and positioned so that it is high on the goat's neck, as this gives the most control over the animal's movement. If the goat is too short for the exhibitor to hold just the collar, a short lead should be used.
- When entering the ring, the exhibitor should walk in a clockwise direction (unless told otherwise), keeping themselves on the opposite side of the animal from the judge. Lead slowly, with the animal's head held high.
- When stopping, make sure to leave enough space between animals so that another animal could be stood there. After stopping, set the goat up, placing each foot so that the leg extends straight down from the body to the ground.
 - Imagine the goat viewed from above. The basic shape of the body is a rectangle. The feet should be placed in each corner of the rectangle.
 - It is easiest to set the back feet first, then move to the front feet.
- Once the goat is set up, the exhibitor should stand or squat so that both the judge and the animal can be observed. If the goat is smaller, the exhibitor should squat down to make the animal appear larger. If the goat is taller, the exhibitor should stand to have better control. The exhibitor should always stand when the judge approaches to speak with them.
- When the judge approaches the exhibitor and their animal, the exhibitor should brace their animal by putting their knee in front of the animal's chest to keep it from moving forward if the judge touches the animal.
- While walking and while stopped, the exhibitor should always stay on the opposite side of the animal as the judge. Think of it as a goat sandwich, with the exhibitor and the judge being the slices of bread. When the judge switches sides, or when walking the animal in a way that changes the side that the judge is on, the exhibitor should change sides by passing in front of the goat so that they are on the opposite side of the animal from the judge. This should be done smoothly, the lead or collar passing from one hand to the other. The lead or collar should be passed to the hand that is closest to the goat. The exhibitor should not pass behind the goat.
- If the exhibitor is told to change their placing in line, they should move their animal out in front of the line, to the side the judge is on, then up or down the line as they are directed, and through the line, then turn clockwise and move back into the line, followed by setting the animal up again.





Possible Questions

The exhibitor should know the details of the animal they are showing – breed, sex, age, reproductive state, etc. Breeds – there are 3 types of breeds that goats are divided into – Dairy, Meat, and Other.

Dairy

- Alpine
- LaMancha
- Nigerian Dwarf
- Nubian
- Oberhasli
- Saanen
- Sable
- Toggenburg

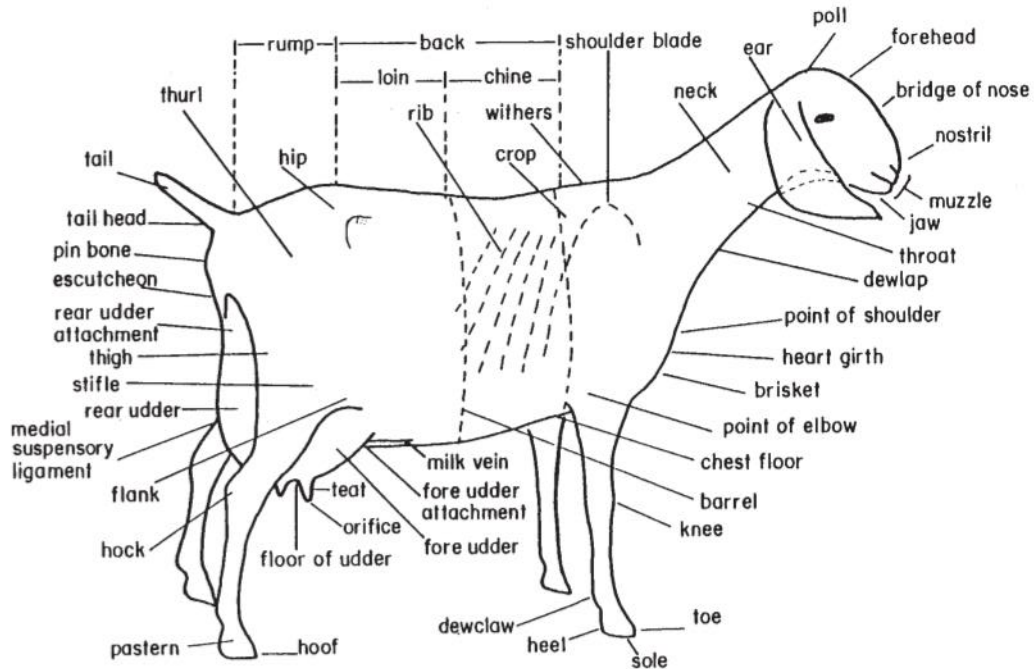
Meat

- Boer
- Kiko
- Spanish Meat Goat
- Tennessee Fainting Goat

Other

- Angora
- Pygmy

Anatomy



Doe	Female goat
Buck	Male goat that has not been castrated
Wether	Castrated male goat
Kid	Baby goat
Kidding	The process of a goat giving birth
Dam	Female parent

Terms

Sire	Male parent
Freshen	When a doe kids and starts producing milk

Vital Signs

Temperature	101.5 to 103.5° F
Respiration Rate	10 to 30 breaths per minute
Pulse	70 to 80 beats per minute

Meat Goat Showmanship

Evaluate the show ring prior to showmanship, paying close attention to where low spots are located. You want to make sure the goat's front feet don't end up in the low spots. You always want to set the goat going uphill.

Enter the ring going clockwise. Lead the goat from the left side with the right hand when possible. Keep the goat between you and the judge. Keep the goat's front shoulder even with your leg and the goat's head in front of your body. Showmen should hold the collar using their right hand palm facing upward and toward the goat's head (Figure 1). Showman should let their left arm and hand relax at their side. There is no need for the showman to place their left arm behind their back.

Hold the collar with your right hand palm up. If you must encourage the goat to lead by pulling its tail, change hands and hold the collar with the left hand, lightly pull the tip of the goat's tail with the right. As the goat begins moving, change your hands to their original position.

Pull tail lightly to encourage the goat to move.

If the judge pulls you into line, your goat's shoulder should line up with the shoulder of the first goat in line. Keep your goat parallel to the other goats. If the judge lines you up head-to-tail, always line up straight behind the goat at the front of the line. KEEP THE LINES STRAIGHT—this will make it easier for the judge to evaluate and compare goats.

Setting Up: A goat's feet should be placed on the four corners of its body, and the goat should not stand too wide or narrow on either the front or the back legs. On the profile, goats should not have their hind legs pulled forward too far underneath them or stretched backward too far behind them. Keep the goat's head straight over its body. The goat should look eye appealing and alert. You should remain standing at all times.

To properly brace an animal, the showman's hands, knees, and feet must be positioned correctly. This may differ based on the showman's size and what feels natural. Use the combination of hand, knee, and foot positioning that works best for you and the goat. Techniques may change as the showman becomes taller and stronger. The most effective way to brace a goat is to use what feels most comfortable to the showman while getting the best possible brace from the goat. The goat's front feet can be lifted slightly off of the ground to set them or cue the beginning of a brace. All four feet should remain on the ground while bracing. Holding an animal off of the ground can be uncomfortable for the goat. In addition, this technique often makes a goat look worse structurally because the animal will usually have a "dip" in front of its hip, causing it to lose loin shape.

Goats' ears should always remain in their natural position. Some may feel that raising the ears gives an illusion of a longer neck, but anything other than a natural look distracts from the animal's appearance and offers no advantage. General: Know where the judge is and stay alert. The judge may handle your goat at any moment or ask you to move to another place in the show ring. Moving goats from one point to another is just as important as correct positioning of their feet and bracing. When a judge asks a showman to move to another location, take the most direct path available. Goats should be turned slightly and pushed out of line if on a rear-view or pushed out of line before proceeding to the desired location with the goat between the showman and judge. Do not push the goat straight back or it will think you are signaling it to brace, and it will not move backward as desired. The showman should maintain eye contact with the judge while occasionally looking at the desired destination. When the showman is required to change sides, he/she must move around the front of the goat always facing the animal. Never change hands behind your back. Do not step behind the goat.

Dairy Goat Showmanship

Dairy goat showmanship is similar to Meat goat showmanship; **however you DO NOT BRACE your goat in dairy goat showmanship.**

Evaluate the show ring prior to showmanship, paying close attention to where low spots are located. You want to make sure the goat's front feet don't end up in the low spots. You always want to set the goat going uphill.

Enter the ring going clockwise. Lead the goat from the left side with the right hand when possible. Keep the goat between you and the judge. Keep the goat's front shoulder even with your leg and the goat's head in front of your body. Showmen should hold the collar using their right hand palm facing upward and toward the goat's head. Showman should let their left arm and hand relax at their side. There is no need for the showman to place their left arm behind their back. Hold the collar with your right hand palm up.

If you must encourage the goat to lead by pulling its tail, change hands and hold the collar with the left hand, lightly pull the tip of the goat's tail with the right. As the goat begins moving, change your hands to their original position. Pull tail lightly to encourage the goat to move.

If the judge pulls you into line, your goat's shoulder should line up with the shoulder of the first goat in line. Keep your goat parallel to the other goats. If the judge lines you up head-to-tail, always line up straight behind the goat at the front of the line. **KEEP THE LINES STRAIGHT**—this will make it easier for the judge to evaluate and compare goats.

Keep just enough space between you and the animal in front of you. You don't want to crowd but yet you don't want too much space either.

A goat's feet should be placed on the four corners of its body, and the goat should not stand too wide or narrow on either the front or the back legs. On the profile, goats should not have their hind legs pulled forward too far underneath them or stretched backward too far behind them. Keep the goat's head straight over its body. The goat should look eye appealing and alert. You should remain standing at all times. Goat is properly set with all four legs square underneath him. Showman is attentive to where the judge is at and does not block the view of the animal. Know where the judge is and stay alert.

The judge may handle your goat at any moment or ask you to move to another place in the show ring. Moving goats from one point to another is just as important as correct positioning of their feet and bracing. When a judge asks a showman to move to another location, take the most direct path available. Goats should be turned slightly and pushed out of line if on a rear-view or pushed out of line before proceeding to the desired location with the goat between the showman and judge. Do not push the goat straight back or it will think you are signaling it to brace, and it will not move

backward as desired. The showman should maintain eye contact with the judge while occasionally looking at the desired destination. When the showman is required to change sides, he/she must move around the front of the goat always facing the animal. Never change hands behind your back. Do not step behind the goat.

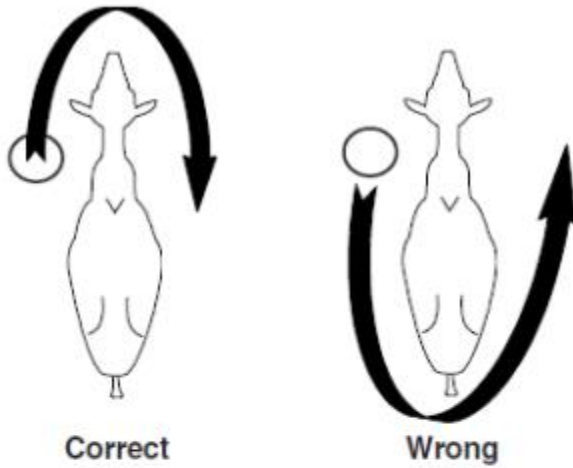
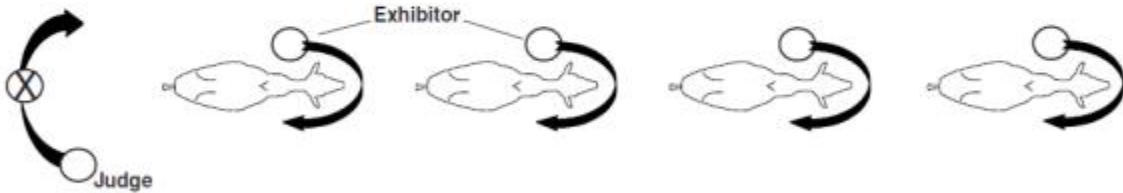
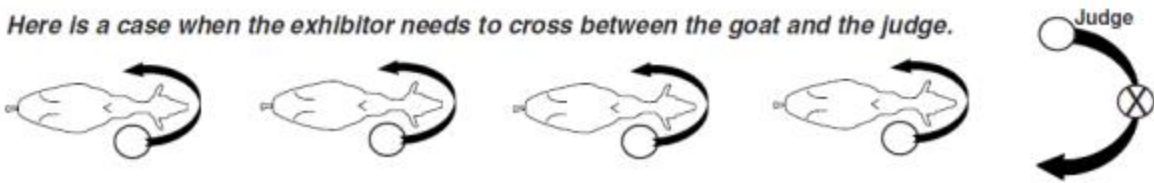


Figure 5. Proper way to move around animal.

These illustrations show the exhibitors 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.



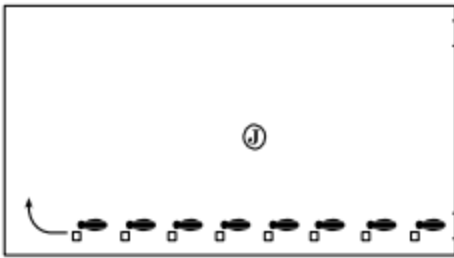


Figure 6.1. Animals entering the show ring on a profile. Notice the animal is always between the showman and judge.

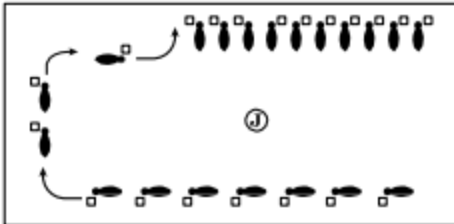


Figure 6.2. Animals entering the show ring and line up on a rear-view. Notice the position of the judge and showman.

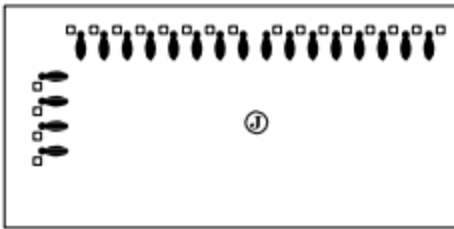


Figure 6.3. All animals lined up on a rear-view.

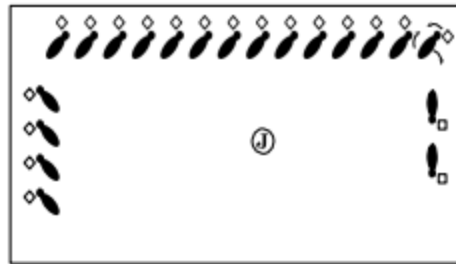


Figure 6.4. All animals begin to move to a profile or side-view. Move to the animal's left side, push their front end away from you, and follow the goat in front of you.

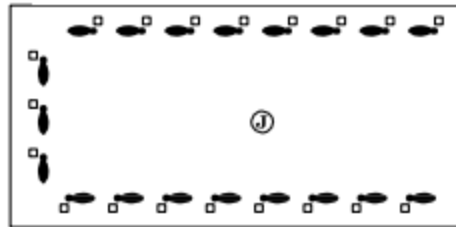


Figure 6.5. All animals lined up on a profile or side-view.

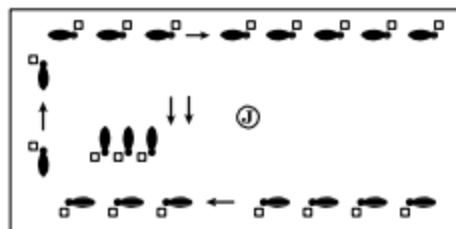


Figure 6.6. As animals move out of line to another location, move animals forward to fill gaps.

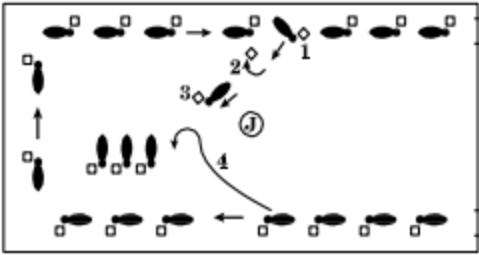


Figure 6.7. Showman 1 (top) 1) Push the goat out of line, 2) move around the front of the goat to change sides, and 3) proceed to the designated location.

Showman 2 (bottom) 4) Push the goat out of line and proceed to the designated spot in line.

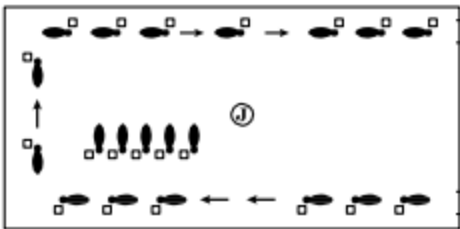


Figure 6.8. Completed moves from Diagram 7. Arrows show the need to fill gaps that have been left by the goats in the middle.

POULTRY

The Basics

Poultry showmanship follows a set procedure, with slight differences between bird types. The procedure is a check of the bird's health.

Working with poultry is no easy task, so make sure to speak with the owner of the animal beforehand to learn how to best work with the animal to minimize stress.

Scorecards

Chickens		Ducks	
Category	Points Possible	Category	Points Possible
Appearance and Attitude of Showperson	10	Appearance and Attitude of Showperson	10
Appearance of Bird	10	Appearance of Bird	10
Showmanship	40	Showmanship	40
Knowledge of Bird	40	Knowledge of Bird	40
Total	100	Total	100
Turkeys		Geese	
Category	Points Possible	Category	Points Possible
Handling the Bird	20	Handling the Bird	25
Posing the Bird	10	Posing the Bird	10
Examination of the Bird	30	Examination of the Bird	25
Condition of the Bird	20	Condition of the Bird	20
Poultry Quiz	10	Poultry Quiz	10
Appearance, Attitude, and Behavior of Participant	10	Appearance, Attitude, and Behavior of Participant	10
Total	100	Total	100

How To Show Poultry

Chickens

Handling and Posing

- Enter the bird in the cage – the exhibitor should hold the bird so that the bird's head is facing them, one palm under the breast, one thigh of the bird rests between the thumb and index finger and remaining fingers wrapping around the other leg and extend up the side of the body. The free hand placed on the bird's back for support.
- Open the cage with the free hand, then turn the bird to face the doorway of the cage, slowly place the bird into the cage, then turn the bird around so that it's head is facing to the side.
- Posing the bird in the cage – a training stick may be used for posing the bird. Touch the bird under the head area where the wattles are. The bird's head should be up with the neck fully stretched, and feathers should be tight and smooth. After the bird is posed, step back and let the judge evaluate the bird.
- Removing the bird from the cage – turn the bird so that it's head is facing the door of the cage, place one hand over the bird's back while the free hand is placed under the breast, with the fingers grasping the thighs.
- Final pose – once the bird has been removed from the cage, close the door, then turn toward the judge and stand with the free hand at side and the bird facing away from the judge in one hand, held against the side. The judge will release the exhibitor from this pose after a proper examination.



Handling and Posing Steps - Enter the bird in the cage, Posing the bird, Removing the bird from the cage, and Final pose.

Examining the Chicken

The judge will tell the exhibitor to examine their bird, and the exhibitor should then follow these steps.

- Head – the exhibitor lets the bird rest in their hand while they use their free hand to examine the bird.
- Check the eyes to make sure the bird is not blind by pointing the index finger at the eyes. The bird should blink or move when pointed at. Observe the pigment around the eye ring.
- Checking for defects on the comb is done by pointing the index finger at the comb, then feeling the condition and texture of the comb by holding it between the thumb and index finger.
- Check for any apparent abnormalities on the wattles, feel the texture of them.
- Examine the condition of the feathers on the head area for any sign of molting.
- Check the beak for defects (crookedness) by pointing the index finger at the beak. Examine the pigmentation of the beak.



Examining the Chicken – Examining the head by checking the eyes, comb, wattles, feathers on the head, and beak.

- Examine the color of the earlobes to see if they are true to the breed. This is done by pointing the index finger at the earlobes, then locating the ear and pointing at it.
- Run fingers over the neck area to feel for smoothness and check condition for any sign of molting.
- Examine the back area. Run a hand over the back area to feel for any abnormalities. Use hand to measure the length and breadth of the back area to check the conformation of the bird. Look at the under-color of the feathers on the back and check for any sign of molting.
- Run the hand down the bird's tail. Press the tail feathers toward themselves and examine the condition of the feathers. The exhibitor may want to count the tail feathers to determine any sign of molting.
- Examine the vent area. The bird is tilted downward so that the bird's head is facing the ground and the vent area is toward the exhibitor. Look for lice and mites. If the bird is a hen, examine the condition of the vent to see if the hen is in laying condition. Also, look for pigmentation loss. Determine past egg production by feeling the skin of the abdominal area for thickness or thinness. Pinch the skin below the vent area and roll it between fingers to examine this. Feel the tip of the pubic bones for thickness and flexibility.



Examining the Chicken – earlobes, neck, back, tail, and vent area.

- If the bird is a hen, measure the abdominal capacity. Use the fingers to estimate the distance between the two pubic bones and the distance between the end of the keel bone and the top of the pubic bones.
- Check the abdomen for any sign of molting and the condition of the feathers in the area.
- If bird is a hen, use fingers to grasp the abdomen to determine its hardness or softness.
- Examine the thighs to determine the amount of meat present.
- Examine the shanks to see if they are clean and whether there are mites present.
- Examine the toes. Check the number of toes present and color.
- Examine the feet. Look for color and possible defect.



Examining the Chicken – abdominal cavity, thighs, shanks, toes and feet.

- Examine the breast. Use the palm to feel the length of the keel bone and the meat on it.
- Examine the wings. Open and stretch the left wing of the bird with the free hand.
- Transfer the bird to the other hand. Follow above directions using the now free hand to examine the right wing.
- Examine the crop area. Feel for any abnormalities.
- Return the bird to the upright position resting on the hand. Give support on top with the other hand if necessary.



Examining the Chicken – breast, wings, crop, and finish.

Turkeys *Handling*

- Open the door of the cage and slowly walk the turkey to and from the show area. It is not recommended for youth to carry turkeys to and from the showing area.

Posing

- Instructions will be given on how to pose the turkey. Turn the turkey so that its head is facing the judge.
- Set the legs of the turkey about 6 to 9 inches apart, depending on the size and age of the bird.
- Use a training stick or an index finger to touch the area beneath the lower beak to obtain proper carriage. At this time, the turkey should stretch out its neck as high as possible.
- Set the wings properly over the body and tail.
- Use the stick to set up the tail. Simply touch the stick under the tail feathers so the turkey will hold the tail tight and display a proper tail carriage.
- Lightly run the show stick, or a hand, over the back of the bird's neck and continue to stroke downward. Continue to stroke over the tail area. Use one gentle stroke from the neck to the tail area.
- Use index finger/show stick under the beak and the palm of the free hand under the tail to set the bird's position.
- Stand behind the turkey slightly turned to the right and pose along with the turkey while watching the judge.
- When the judge gives the command, stand in attention posture and look confident. The bird should remain in the "pose" position. If the bird moves a leg, immediately pick up the leg and set it back without disturbing the other birds in pose. Do not try to pose the bird again.



Handling and Posing the Turkey

Examining

- The judge will ask the exhibitor to examine their turkey. The exhibitor should stand back 2 to 3 feet away from the turkey and look the bird over for its balance and carriage.
- Examine the head area. Hold the bird in the standing position with one hand over its back. Use the other hand to examine the bird's head area.
- Examine both eyes to make sure they are not blind. Point an index finger at the eyes. Notice the color and check for any signs of discharge.
- If the bird has a snood, examine it by feeling the texture. Determine if the snood is long or short. (Young birds may have a small snood.) Check the top and lower beak for any defects such as crookedness.
- Examine the bird's crown (the area between each eye and ear). Check for the development of caruncles.
- Examine the bird's throat area to see if the throat wattles are developed. Feel the texture, and check the development and color of the caruncles.
- Examine the neck area for length, erectness, and signs of molting.



Examining the Turkey – head, eyes, snood, crown, throat, and neck.

- Run a palm along the bird's back to feel the feathers and to check for any abnormalities. Check for roached back, the under-color of the feathers and signs of molting. Use a hand to measure the length and width of the back.
- Examine wings (left, then right). Open and spread the wings one at a time. Examine primary and secondary feathers for molting or damage. Check the condition of the covert feathers. Look under the wings for signs of lice.
- Examine the tail to see if all tail feathers are present, to check the condition of the feathers and to look for signs of molting. Examine the tail carriage.



Examining the Turkey – back, wings, and tail.

- Examine the abdomen area. Check to see if the vent is visible and if there are signs of lice or mites. Also, check the condition of the fluff feathers. Use a finger to feel whether the abdominal area is soft or hard.
- Examine the thigh area to determine its size and the amount of meat on the thighs and drumsticks. Keep in mind that the turkey is a meat bird.
- Examine both legs for defects such as bowed legs, crooked toes, cleanliness, mites and spurs. Count the toes, and examine the nails and the feet for defects.
- Examine the breast for size, meat, molting, depth, length, and width.
- Check the size of the turkey's rib cage. Count the number of ribs and check to see if they are placed well apart. Check the overall balance of the turkey.
- Feel the crop to see if it is full or empty. Check for signs of a pendulous crop and crop infections.
- Check to see if the turkey has a beard on the breast area. Check the beard's color and length.
- Step back so the judge can examine the bird for its condition.



Examining the Turkey – abdomen, legs, and crop.

Ducks

Handling and Posing

- Handle the legs of waterfowl with extreme care. Hold the duck with one hand under the breast giving support to its weight and at the same time grasping the legs together. The exhibitor's thumb should be outside one leg and the index finger should be between the duck's legs. Use the remaining fingers to grasp the other leg of the duck at the thigh area.
- Hold the free hand over the back of the duck to prevent it from escaping.
- The exhibitor should hold the duck in front of themselves. The head of the duck should be close to the exhibitor's body, with the tail facing away from them.

- Release the hand over the duck to open the cage.
- Turn the duck around to place the head of the duck in the cage first.
- The duck is turned back toward the exhibitor, then posed in the profile position. A training stick may be used under the duck's lower bill so that the duck will stretch out its neck. The legs need to be spread apart and the bird needs to stand erect.
- The exhibitor then stands with the duck in the posed position, taking a step back to stand with arms at the sides.
- The judge will ask the exhibitor to remove the duck. The exhibitor then reaches into the cage and removes the duck properly, with one hand placed under the duck's breast so the fingers can grasp the legs together. The other hand should be placed on the duck's back.
- The bird is removed head first from the cage and the cage door is closed before the exhibitor takes a step backward, standing at attention with the bird in hand.
- When told to do so, the exhibitor will take their bird to the area where judging will take place.



Handling and Posing the Duck in the cage.

Examining

- Let the bird rest in the hand while examining the head.
- Look at the duck's eyes to check their size and color and to observe for blindness. Point index finger at both eyes. (The bird should blink when pointed at)
- Examine the bill to determine its color and shape. Look to see if the color of the bill is true to the breed or sex of the duck.
- Examine the bird's head to see if it follows its breed standard. Also, check to see the prominence of the bird's cheeks and the condition of the head plumage. If the duck has a crest, point at it.
- Examine the bird's neck area for length and strength (ducks generally have long necks). Check the arch of the neck. Examine the feather condition of the neck for abnormal coloring.



Examining the Duck – eyes, bill, head, neck.

- Use the palm to run over the duck's back to determine its length and width. Meat variety ducks will have a long and wide back. Check the back feathers for the under-color and for signs of molting or missing feathers.
- Slowly tilt the duck downward to examine the tail area. Check that all tail feathers are present. Look for curled feathers.
- Check the abdominal area and look for the vent opening.

- Use fingers to examine the spread of the pubic bones.
- Use fingers to examine the space between the rear of the keel bone and the pubic bone.
- Examine the abdomen area for the duck's trimness or hardness. Also, examine the feather condition in this area.



Examining the Duck – back, tail, abdominal area, vent, keel bone and pubic bone.

- While the duck is still in the tilt position, pull each leg gently to check for straightness.
- Examine the shanks of the legs for cleanliness, color and abnormality.
- Examine the toes. Check the toenails for color and length. Look to see if any are missing.
- Examine the webs of both feet for damage, abnormalities and parasites.
- Examine the foot for abnormalities and abscesses.
- Examine the breast area. Check the length of the keel (breast) bone. Examine this area for any defects such as a dented keel bone. Also, check the feather condition and the amount of meat on the breast area. (Keep in mind that this is important for meat birds.)
- Examine the wings by spreading each one open. Look at the condition of the primary and secondary feathers and coverts (the feathers covering the bases of the primary wing feathers). Also, check for signs of molting.
- Examine the crop for fullness and abnormalities.
- Step back so the judge can examine the bird for its condition.



Examining the Duck – Legs, shanks, toes, webs of feet, breast, wings, and crop.

Geese

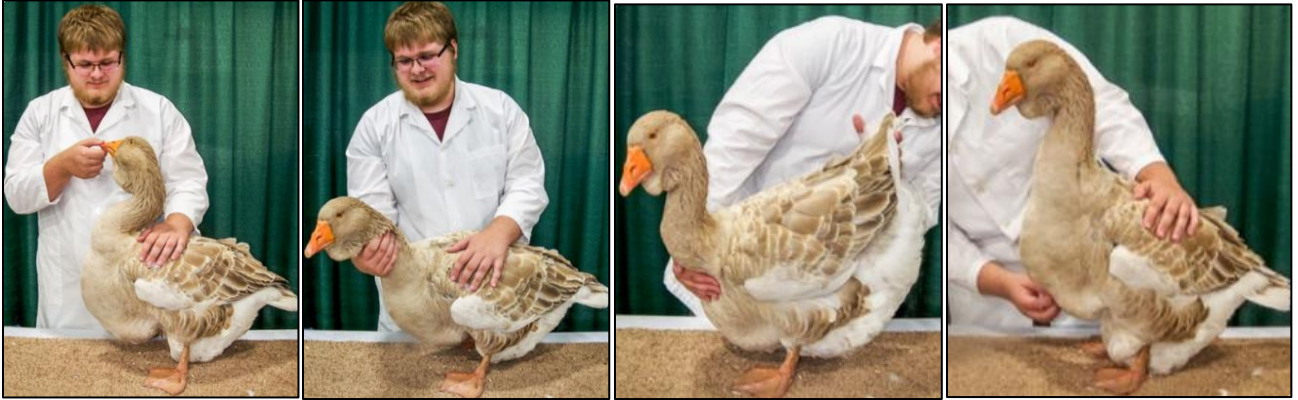
Handling

- Open the door of the cage.
- Slowly walk the goose to and from the show area. It is not recommended for youth to carry geese to and from the showing area.

Examining

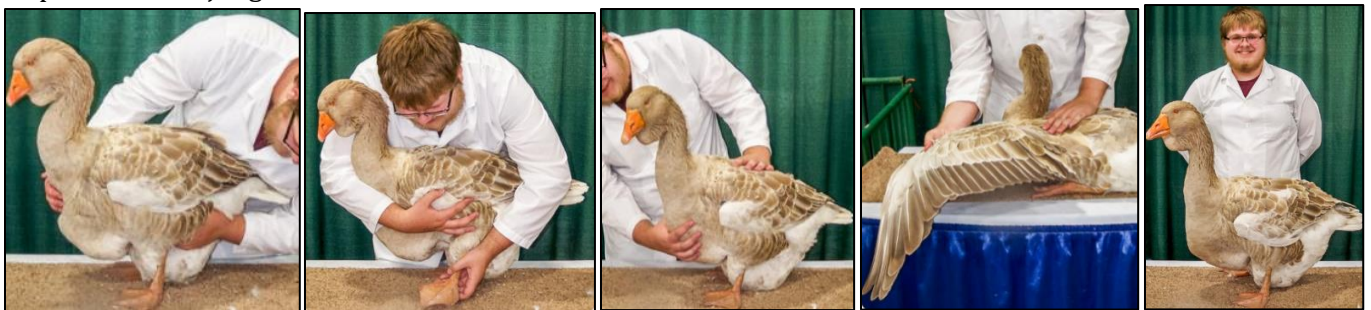
- The goose should be standing. When the judge gives the command to examine the goose, perform the following steps to determine defects, disqualifications and the condition of the goose.
- Examine the goose's head area.
- Point index finger at the eyes to check them for size, color and blindness. (The bird should blink or move when pointed at.)
- Examine the bill for length, width, shape, color and knob (if present). Determine if the color of the bill is true to the breed or sex.

- Examine the head for size and shape. Check the head plumage. Check the size of the dewlap (if present) under the goose's beak.
- Examine the neck area for length and strength. Geese generally have strong necks, especially the African and the Chinese breeds. Check to see if the neck is arched, and examine the neck feathers for condition of molting and other abnormalities.
- Use the palm to run over the goose's back area. Check the back's length and width. Heavy breeds will have long and wide backs. Check the back feathers for the under-color and for signs of molting or missing feathers. Make sure the color of the plumage is true to its breed.
- Examine the goose's tail feathers to see if they are all present.
- Use fingers to push the tail feathers aside to look for the vent.
- Using fingers, measure the spread of the pubic bones.
- Use fingers to measure the space between the rear of the keel bone and the pubic bone. Check to see if the abdominal area is hard or soft and pliable.
- Examine the feather condition of the abdominal area.



Examining the Goose – head, bill, neck, back, tail, vent, pubic bones, keel bone, and abdominal area.

- Examine the amount of flesh on the thigh area.
- Examine the shank of the legs. Check for cleanliness, color and abnormalities.
- Examine the toes and check the color and length of the toenails. Check to see if any toenails are missing.
- Examine the webs on both feet for tears, abnormalities and parasites.
- Examine the goose's feet for abnormalities and abscesses.
- Examine the breast area. Check the shape and length of the keel bone. Also, check the feather condition and the amount of meat on the breast area. Keep in mind that this is important for meat breeds.
- Spread each wing open and look at the condition of the primary and secondary feathers and coverts (the feathers covering the bases of the primary wing feathers) for signs of molting. Look for any external parasites on the skin area of the wings.
- Examine the crop for size, fullness and abnormalities.
- Step back so the judge can examine the bird for its condition.



Examining the Goose – thighs, legs, toes, breast, wings, crop, and finish.

Possible Questions

Chickens

Cochin

Breeds

Rocks

Wyandottes

Silkies
 Rhode Island Reds
 Old English
 Brahma
 Orpington

Langshan
Turkeys
 Broad Breasted Bronze
 Broad Breasted White

Ducks

Muscovy
 Pekin
 Aylesbury
 Rouen
 Saxony
 Silver Appleyard
 Cayuga
 Crested
 Swedish

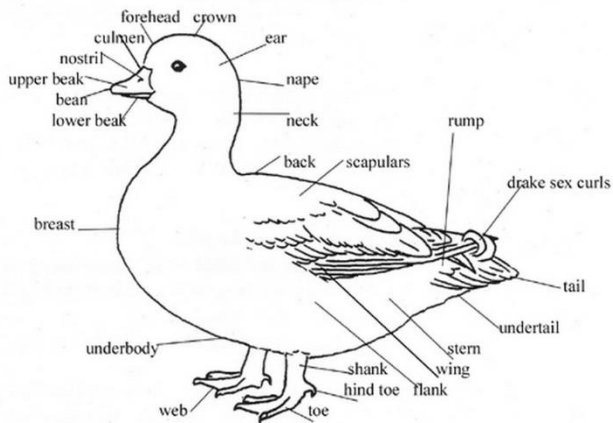
Buff
 Runner
 Campbell
 Magpie
 Welsh Harlequin
 Call
 East Indie

African
 Sebastopol
 Pilgrim
 American Buff
 Pomeranian
 Chinese
 Tufted Roman
 Egyptian

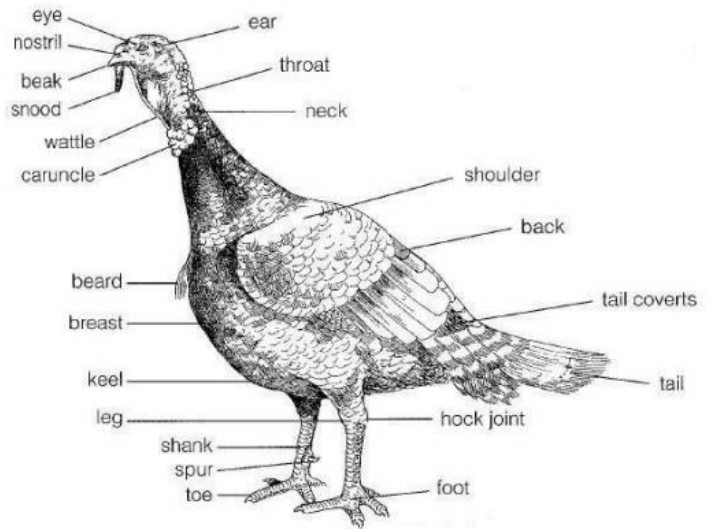
Geese

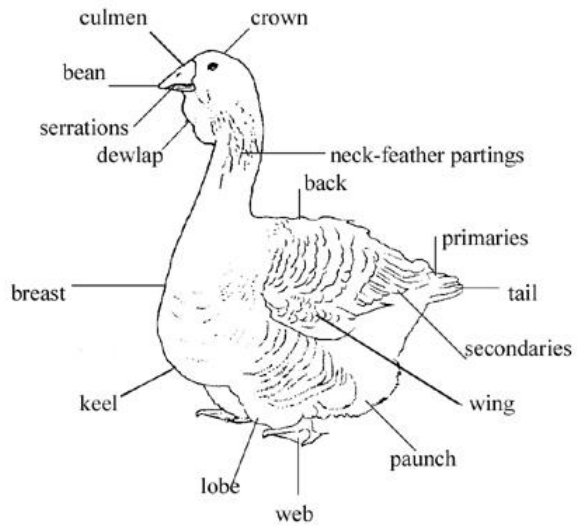
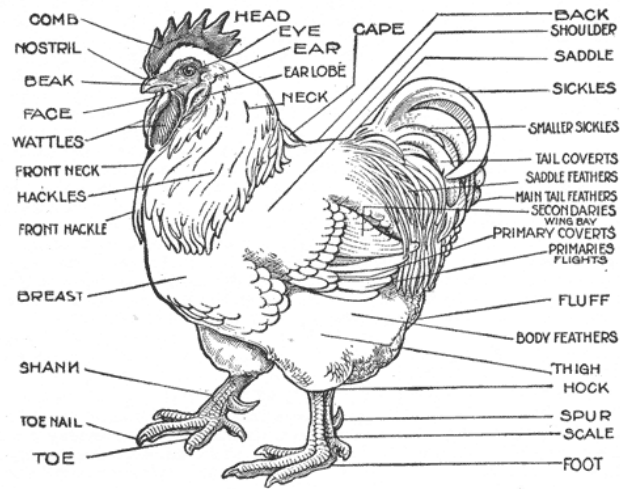
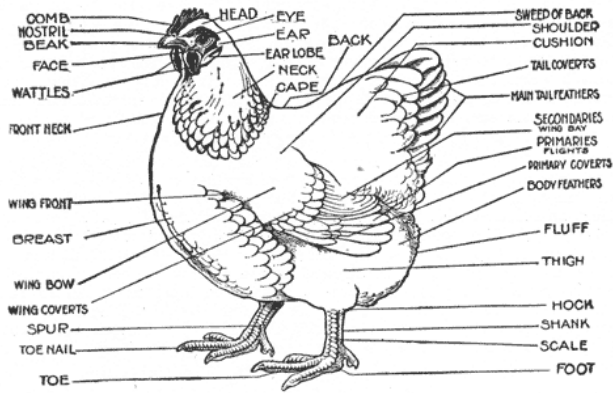
Toulouse
 Embden

Anatomy



(C) Vicvet, 2012





RABBITS

These guidelines are available in the [4-H Rabbit Fitting and Showing Member Guide](#) from Michigan State University Extension 4-H Youth Development.

Additional educational resources are available:

https://mediaspace.msu.edu/media/Michigan+4-H+Rabbit+Showmanship/1_4kkm73bh

<https://arba.net/rabbit-showmanship-with-caleb-bell-2/>

<https://arba.net/rabbit-showmanship/>

The Basics

Like poultry, rabbit showmanship follows a procedure similar to that of a vet check. Showing is presenting an animal in a manner that highlights the positive attributes of the animal and demonstrates the person's husbandry (animal care), knowledge and skills.

Participants are silent during the showmanship part of the competition. You should speak only in response to the judge's questions. The showmanship competition begins when the judge asks you to pose your rabbit to the table. Stand behind the table with your rabbit in front of you, facing the judge. When the judge tells you to begin by saying

"handle your rabbit," that's your cue to perform the steps described below.



Lifting and Support Your Rabbit (see image to the left)

Handling Your Rabbit

Step 1. Lifting and supporting your rabbit, turn it sideways without dragging its toenails on the table.

Step 2. Place the palm of one hand directly in front of the rabbit's face. Cup your other palm around the shoulders of the rabbit, directly behind the base of the ears and with your fingers in the appropriate place. (This will depend on which of the finger placement options you choose from the list that follows.) Support the animal by gently holding its

shoulders with your cupped hand. If at all possible, try not to grasp the rabbit's skin and fur (This is why it's easier to exhibit a smaller rabbit if your hands are small.)

Option A: Holding only one ear between your thumb and pointer finger (see fig. 7).

Option B: Holding both ears between thumb and pointer finger (see fig. 8).

Option C: Holding one ear between your thumb and pointer finger and the second ear between your pointer and middle finger (see fig. 9).

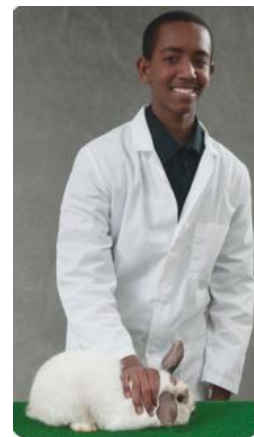




Figure 7. (Step 2)
Holding your rabbit — Option A



Figure 8. (Step 2)
Holding your rabbit — Option B



Figure 9. (Step 2)
Holding — Option C

Step 3. Keeping your hand cupped on the rabbit’s shoulders, lift it by the shoulder and ears, raising your hand so its front legs are slightly off the table (see fig. 10).

Step 4. Use your other hand to support the rabbit’s lower hindquarters (see fig. 11), OR gently place one hand under the chest and the other under the rump.



Figure 10. (Step 3)
Lifting your rabbit



Figure 11. (Step 4)
Supporting the rabbit as you lift

Step 5. Lift the rabbit and bring it toward your body so its head is in your elbow bend. Lower your other arm to your side. In this position, the rabbit’s head is hidden in your elbow bend and the rabbit’s weight is completely resting on your arm and hand. The rabbit’s front feet should be on your forearm, and the back feet in your hand (see fig. 12).

Step 6. After the judge instructs you to “pose your rabbit on the table,” gently return it to the table. (see fig. 13). The way to do this will depend on the size and breed of the rabbit and your size. Next, pose it facing the judge as described in “Posing Your Rabbit” (see fig. 14). The important thing is not how fast you pick up the rabbit, but whether the judge sees the various steps you use and how well you perform them. However, don’t expect the judge to acknowledge each step as you perform it.



Figure 12. (Step 5)
Holding your rabbit



Figure 13. (Step 6)
Setting your rabbit down



Figure 14. Posing your rabbit facing the judge

Pose the rabbit facing the judge. Pose your rabbit at least one foot away from the rabbit on either side of it. Posing the rabbit is done according to breed standard. To pose your rabbit, complete the following steps according to the breed standard.

- Step 1. Cover the rabbit's head and eyes with your hand.
- Step 2. & 3. Set each foreleg even with the eye.
- Steps 4 & 5. Set each hind foot in line with the stifle (the back knee).
- Step 6. Set the tail so that it is not underneath the rabbit.
- Step 7. Set the ears according to the breed standard.
- Step 8. Smooth or fluff the fur according to the breed standard.
- Step 9. Stand back from the table and place your arms at your side.

Examining the Rabbit



Step 1.
Lift and turn the rabbit sideways with one hand under its chest and the other under its rump.

In the examination part of the showmanship contest, the judge will attempt to determine each participant's knowledge of how to check his or her rabbit for disqualifications and quality. The judge will evaluate you on how smoothly, systematically, and confidently you perform each of the examination steps. For each step, begin with the side you are most comfortable with. Be consistent however and continue with the same side of the rabbit you chose throughout the exam.

This way your movements are smoother and more systematic because you will always start with the same side of the rabbit. The judge will say "examine your rabbit" when it is time to begin. The examination includes the following steps:



Step 2.
Start with the head area. Gently squeeze the base of each ear one at a time.



Step 3.
Open and examine each ear to make sure that the rabbit doesn't have ear mites. Also check for any nicks in the ears.



Step 4.
Check the rabbit's eyes by pointing your pointer finger at each eye, but don't actually touch the eye. Do this to make sure the animal isn't blind, doesn't have weepy or cloudy eyes, and has the correct eye color for its breed.

Step 5. Turn your rabbit smoothly onto its back. Place the palm of one hand directly in front of the rabbit's face. Cup your other palm around the shoulders of the rabbit, directly behind the base of the ears. Appropriate finger placement will depend on which finger placement option you choose. Support the animal by gently holding its shoulders with your cupped hand. Try not to grasp the skin and fur. Holding the shoulders and ears, use the opposite hand to support the rabbit's hindquarters. Lift the front end and roll the hindquarters under. Do not let go of the shoulders. Release your hand from the rump to proceed with the exam. Make sure you provide adequate support for the rabbit when you turn it over. Don't allow the animal to struggle or kick. (Note: This is a very important step, because the judge will observe whether the rabbit is under your control while you perform the examination. Slow and smooth movements help to maintain control.) The rabbit should now be positioned with its head either to your right or to your left depending on whether you are right- or left-handed.



Step 6. Point your index finger to the rabbit's nose area, gently touching it to look for any discharge.



Step 7. Approaching the rabbit from above, pull its lips back with your thumb and index finger to check the condition of the teeth. Carefully check for cracked, chipped, broken or buck teeth (malocclusion).



Step 8. Check the throat or dewlap area for abscesses or tumors by stroking under the chin with the flat of your fingers.

Step 6. Point your index finger to the rabbit's nose area, gently touching it to look for any discharge.

Step 7. Approaching the rabbit from above, pull its lips back with your thumb and index finger to check the condition of the teeth. Carefully check for cracked, chipped, broken or buck teeth (malocclusion).

Step 8. Check the throat or dewlap area for abscesses or tumors by stroking under the chin with the flat of your fingers.

Step 9. Gently pull each front leg up separately to see if the legs are straight, crooked or bowed.

Step 10. With your thumb, gently press the footpad to extend the front toenails to check the color and to look for missing or broken toenails. Check each toe and don't forget the dewclaw. With some breeds, you may need to pull the fur back to expose the nails.

Step 11. Cup and slide your hand over the chest and abdominal areas to check for abscesses, tumors and other abnormalities.

Step 12. When your cupped and sliding hand reaches the thigh area, gently squeeze the hind legs together to determine the straightness of the hind legs and to note whether they are parallel.

Step 13. Supporting the hind legs with your hand, use your thumb to examine each hock area for signs of sore hocks. You may also grab each foot individually, as long as you use your thumb to examine it.

Step 14. With your thumb, gently push on the rear footpads to extend the toenails to check the color and to look for missing or broken

toenails. With some breeds, you may need to pull the fur back to expose the nails.

Step 15. Check the animal's sex by holding its tail between your pointer and middle fingers and pressing down lightly in front of the sex organ with your thumb. Also examine this area for signs of any disease.

Step 16. While still holding the tail between your two fingers, slide your fingers from the base to the end of the tail to determine whether it has been broken.

Step 17. Place your free hand under the rabbit's rump and gently roll it back onto its feet so that it is facing sideways. Cover the rabbit's eyes to control it and keep it calm.

Step 18. With your free hand, gently pull the tail out and release it to examine the tail for abnormalities. Check for proper tail carriage and to be sure the rabbit does not have a wry or screw tail.

Step 19. Place the rabbit's ears according to its breed standard, checking for proper ear carriage.

Step 20. Check the quality of the animal's body type and flesh condition by cupping the rabbit over the shoulders and slowly sliding your hand down to the base of the hindquarters.

Step 21. Examine the fur quality, texture and density by running your hand from the tail to the head and back to the tail (left). If you have a wool breed rabbit, do not run your hand on the animal. Instead, gently fluff the wool from back to front to check the length and condition. Then gently grasp the wool on the sides of the rabbit to check the density.

Step 22. Pose the rabbit facing forward and stand with your hands at your sides. This completes the examination.



Scorecard

Category	Points Possible
Handling of Rabbit	15
Posing Rabbit on Table	15
Examination of Rabbit	40
Condition of Rabbit (fitting, flesh condition, fur condition, general health)	10
Rabbit Quiz	10
Appearance and Attitude of Participant	10
Total	100

Possible Questions

Vital Signs

Heart Rate	130 to 325 beats per minute
Respiration rate	32 to 60 breaths per minute
Temperature	103.3 to 104° F

- Compact
- Commercial
- Cylindrical
- Full Arch
- Semi Arch

Body Types

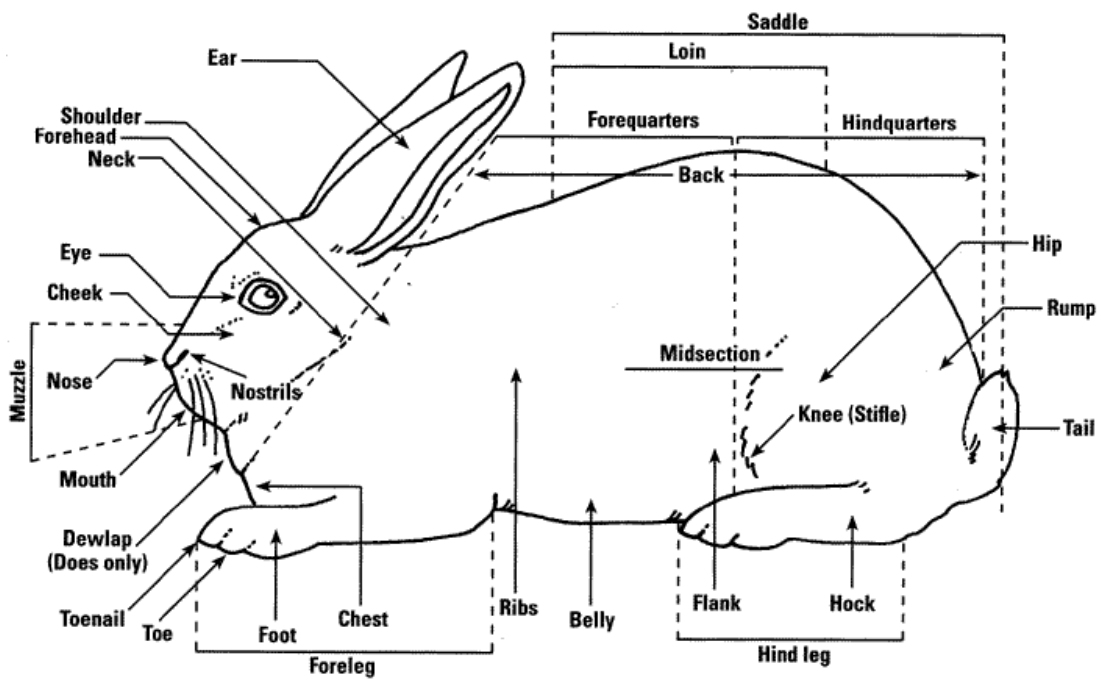
- Wool
- Flyback
- Roll back
- Satin
- Rex

Fur Types

- American
- American Chinchilla
- American Fuzzy Lop
- American Sable
- Argente Brun
- Belgian Hare
- Beveren
- Blanc de Hotot
- Britannia Petite
- Californian
- Champagne D'Argent
- Dutch
- Dwarf Hotot
- English Angora
- English Lop
- English Spot
- Flemish Giant
- Florida White
- French Angora
- French Lop
- Giant Angora
- Giant Chinchilla
- Harlequin

Breeds

- Havana
- Himalayan
- Holland Lop
- Jersey Wolly
- Lilac
- Lionhead
- Mini Lop
- Mini Rex
- Mini Satin
- Netherland Dwarf
- New Zealand
- Palomino
- Polish
- Rex
- Rhineland
- Satin
- Satin Angora
- Silver
- Silver Fox
- Silver Marten
- Standard Chinchilla
- Tan
- Thrianta



SHEEP

The Basics

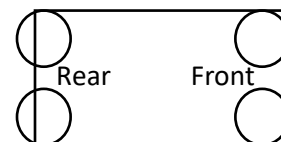
The purpose for showing lambs is to show them in the most marketable way. This means that placing their feet correctly and holding their heads at the right height are very important for showing the animal in the most flattering way. Sheep are most commonly shown without halters once the exhibitor is old enough to handle them without one.

Scorecard

Category	Points Possible
Appearance of Lamb	20
Showing	55
Appearance of Exhibitor	25
Total	100

How to Show a Sheep

- Promptly enter the show ring, leading the lamb from the left-hand side. Small exhibitors may use a halter. Advanced exhibitors lead the lamb with the left hand under the chin and the right hand behind the ears. Keep the ears in an alert or forward position while on the move.
- When the judge asks, set the lamb up. Quickly, yet smoothly, set the lamb so that all four feet are squared with the rear legs slightly back. Do not kneel to set up a lamb; this causes the exhibitor to have less control of the lamb. Small exhibitors may use a knee or feet to set the lamb's legs. By bumping the breastplate with the knee, smaller exhibitors can move the animal's rear legs back.
- Larger exhibitors can lift the front end of the lamb with a leg to move the lamb into proper position. Larger exhibitors can also use their hands to help set up the lamb. Set the rear legs first and allow the lamb to push into the exhibitor's leg, then lift and set the front legs.
- Once the lamb is set up, keep its head held high, and look at the judge. Remain standing in front of the lamb when the judge is viewing the lambs from the rear. Push into the lamb so that muscle expression will appear in the rear legs. By driving into the exhibitor's leg, the lamb's muscles tighten up, feel firmer, and appear large and pronounced.
- When the judge is handling the lamb, have the lamb in a hard brace. When the judge is looking at the lamb, have it in a softer brace. Never place a hand on the lamb's back or the base of its neck. This will obstruct the judge's view of the lamb's top. As the judge moves around to the right of the lamb, stay on the left and in front of the lamb.
- As the judge views the front of the lamb, move to the lamb's left side and face the judge. Hold the lamb's head erect with ears forward. Be sure to keep the lamb's head high and in line with its body. As the judge moves to the left of the lamb, move back to the front to give the judge a full view of the entire animal.
- While driving the lamb, make sure all four feet remain on the ground. Never pick up the lamb so that its front feet are lifted off the ground while driving. This does not give an advantage. A firm top is a must when driving the lamb. Exhibitors who fail to produce a firm handle on the lamb will place down the line. A judge expects an exhibitor to be able to drive and maintain proper positioning of the lamb.



Possible Questions

Heart Rate	60 to 90 beats per minute
Respiratory Rate	12 to 20 breaths per minute
Temperature	100.9 to 103.8° F

Terminology	
Sheep	Sheep over 1 year old
Lamb	Sheep less than 1 year old
Ewe	Female sheep
Ram	Intact male sheep
Wether	Castrated male sheep
Docking	Cutting the tails short on lambs
Polled	An animal that naturally lacks horns
Lanolin	The oil in the fleece of sheep

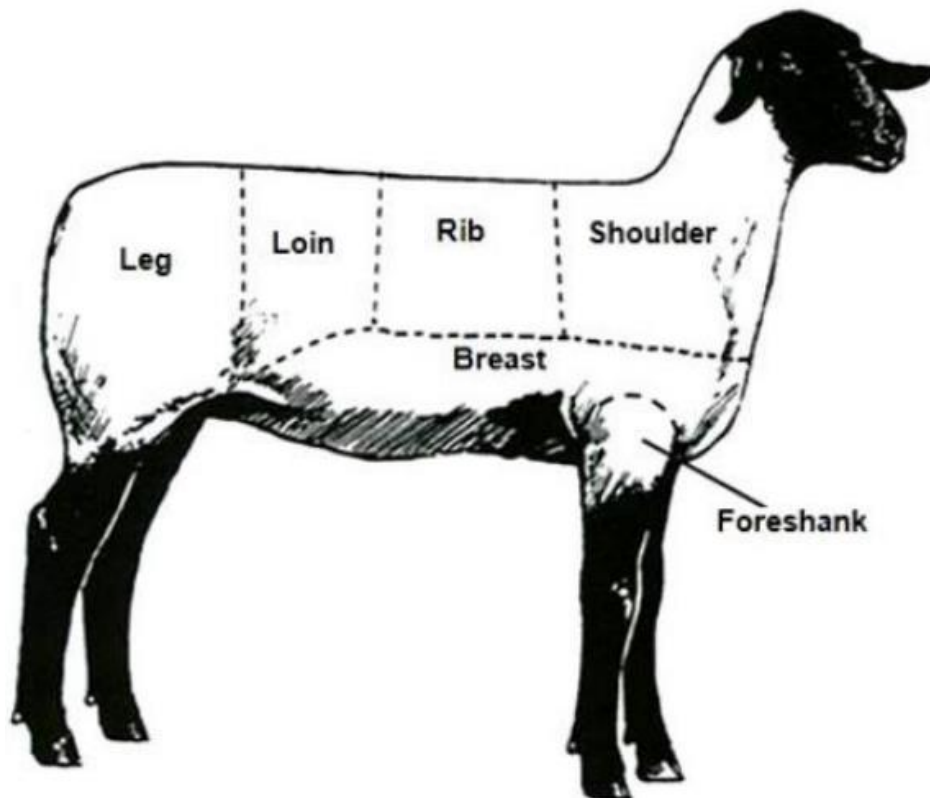
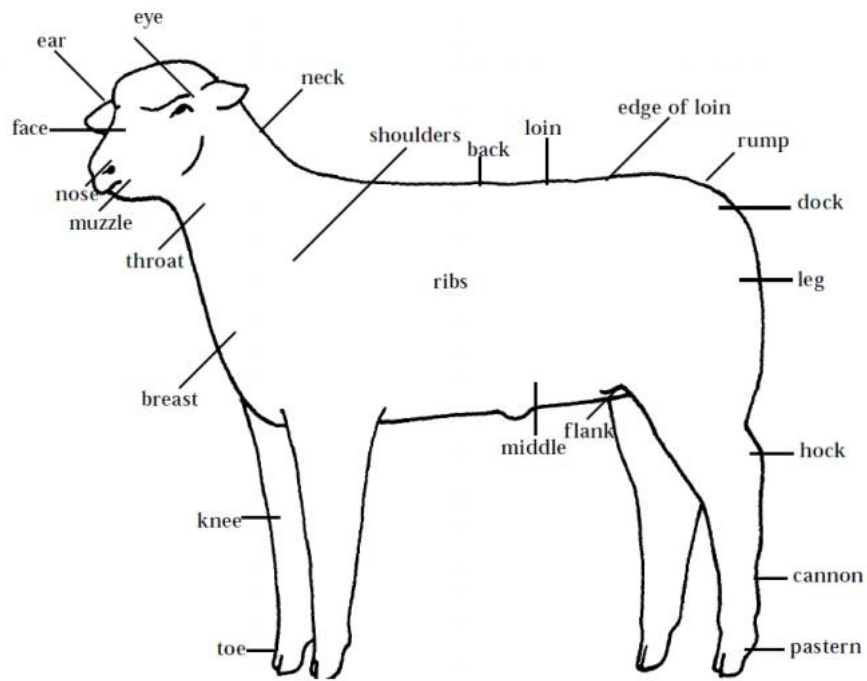
Breeds

Suffolk
Hampshire
Southdown
Dorper

Dorset
Romney
Lincoln
Merino

Cheviot
Leicester
Texel
Shetland

Anatomy



SWINE

The Basics

The purpose of swine showmanship is to show off the animal's best physical qualities. Judges' choices for placings are usually very subjective and vary from judge to judge.

Pigs are directed using a driving tool – most often a cane or whip. This is usually tapped on the animal's neck to tell it where to turn. Do not overuse the driving tool, as this could cause bruising on the animal. The pig should be allowed to walk naturally, and only given direction when turning or stopping is needed. If the pig needs to go left, use the tool on the right side. If the pig needs to go right, use the tool on the left side.

Also needed in the show ring is a small brush to groom the pig while showing. This should be small enough to fit in the exhibitor's back pocket.

Scorecard

Category	Points Possible
Appearance of Pig	40
Showing Pig	40
Appearance and Merits of Exhibitor	20
Total	100

How to Show a Pig

- When driving, or moving, a hog the exhibitor should be on the hog's side which is opposite the judge. For example, if the judge is on the hog's right side, the exhibitor should be driving from the left side of the hog, always keeping the animal between themselves and the judge. Exhibitors should be courteous to the others in the ring and look for places to show the animal can be presented without being obstructed. The driving tool should be used without drawing attention to the tool being used.
- Be observant for signals and instructions from the judge and the ring officials. Often, a judge will ask an exhibitor to pen their pig. Naturally walk the pig to the assigned area as quickly and efficiently as possible. Open the gate when the pig is close to the pen, pen the pig, then close and latch the gate.
- While in the pen, keep showing. Address the cleanliness and well being of the pig by brushing them off. Then, stand or kneel behind the pig, keeping an 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 pig as they look at the pen, and the pig is pointed in the direction needed for an easy exit. When the judge signals to leave the pen, open the gate and shut the latch after exiting.
- While the judge is appraising an animal, he or she could walk around the animal. It is important the exhibitor is aware the judge is coming. If the judge comes from the right side of the animal around the front of the animal's head, the exhibitor should 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 the animal and lets them know the exhibitor is aware of their location. Move the opposite way if the judge comes from the opposite direction. An exhibitor should keep the animal between themselves and the judge at all times. One of the key points in swine showmanship is to never obstruct the judge's view. The main idea is for the pig to be the focus, not the exhibitor.

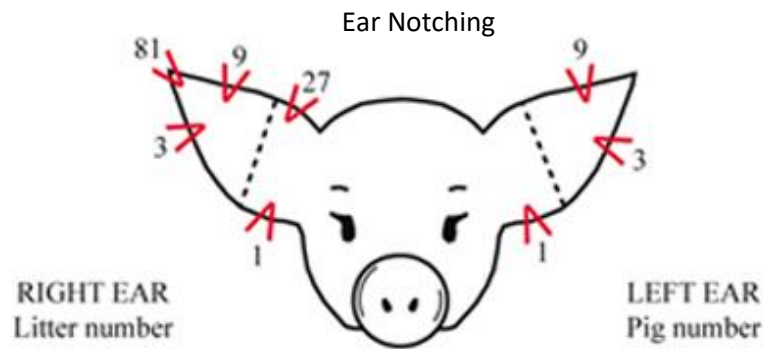
Possible Questions

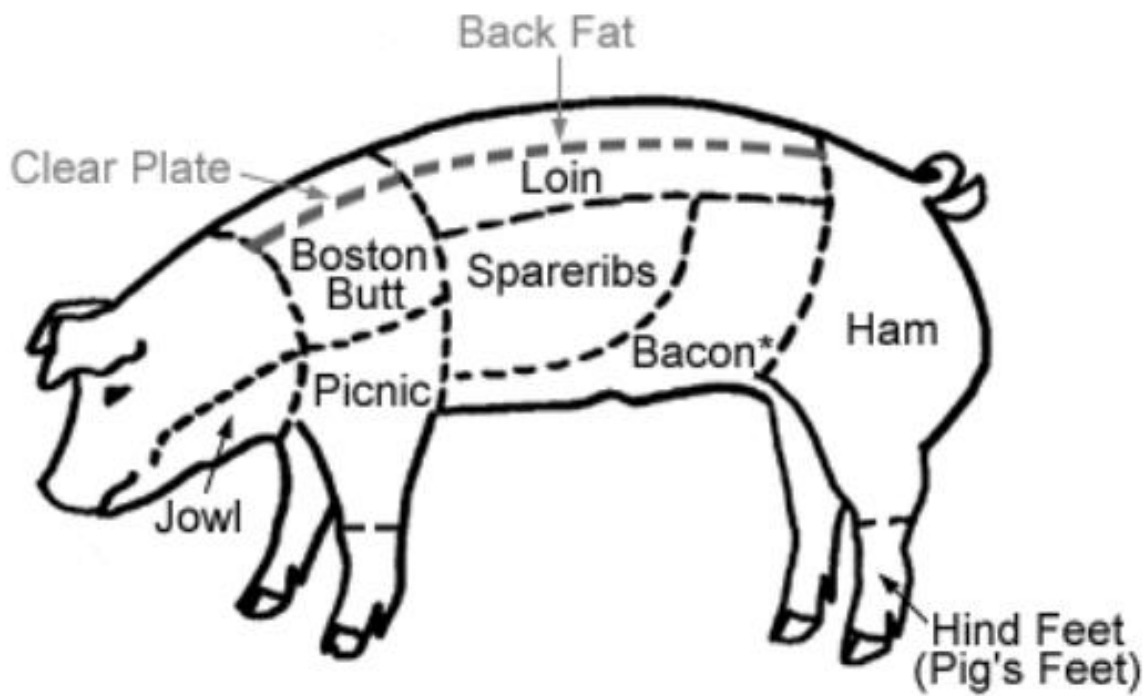
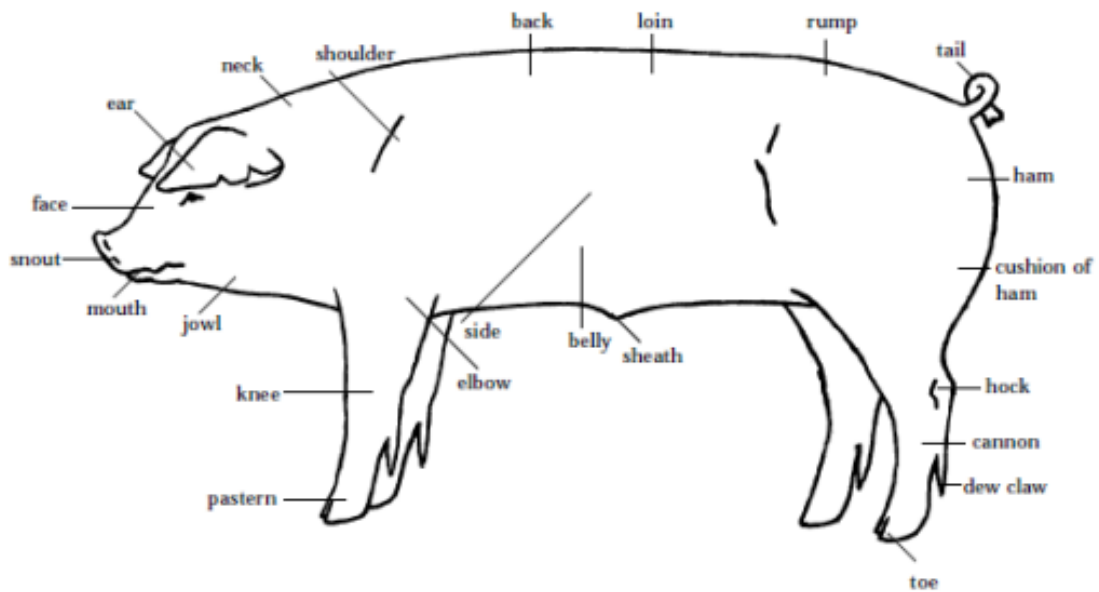
Heart Rate	60 to 100 beats per minute
Respiration Rate	8 to 18 breaths per minute
Temperature	101.6 to 103.6 F
Gestation Period	~ 114 days

Terminology

Gilt	Young female pig prior to farrowing
Sow	Adult female pig that has had a litter
Boar	Adult male pig
Barrow	Castrated male Pig
Farrowing	The process of giving birth
Piglets	Baby pigs

Anatomy





Breeds

Berkshire
 Hampshire
 Chester White
 Yorkshire
 Duroc
 Mangalica
 Tamworth
 Miniature

Piétrain
 Meishan
 Kunekune
 Poland China
 Mulefoot
 Hereford
 Landrace

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