



National Agricultural Youth Show
Wool Sheep Manual 2016



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INTRODUCTION

With the judging the **child** (exhibitor) is being judged and not the sheep. It is important that the proportion between the child and the animal is correct, for example a big child with a small sheep will be out of proportion and won't make a good show picture. Good feeding is also very important with the preparation of your sheep for shows.

ANIMAL: The hooves of your animal must be cut **1 month** before the show to make sure it is not sensitive when you show. Wool- and dual purpose sheep must have 4 - 6 months wool growth for the show. Your sheep must be older than 6 months. No rams or wethers are allowed to be shown. The sheep must be **used to a halter**. This means the animal will stand relaxed with the halter without resisting against it.

GENERAL INFORMATION

1. BREEDS

The 5 **famous** wool sheep breeds in South Africa are: (Wool and Dual Purpose)

- Merino
- Dohne Merino
- Letelle
- Landskaap
- SA Vleismerino

2. DISTRIBUTION

All these breeds appear in all 9 provinces in South Africa.

3. BREEDING

Most of the sheep breeds in SA are very adaptable and can be bred throughout the year (non-seasonal). The best results are usually during the **autumn** season. The choice of mating season is determined by the availability of **feed** during the **mating, lambing** and **weaning** times. The gestation period of a ewe is **five months/21 weeks/150 days**. It is important that the newly born lamb gets colostrum within **2 hours** to boost its immunity against illness. If this does not happen the lamb can quickly weaken and die easily.

Lamb losses causes great damage to the small stock farmer. Lamb losses occur because of:

- Prey animals ie, dogs, caracul, birds of prey, jackal and baboons.
- Severe climatic conditions where animals have no shelter (cold, wet, snow, wind ext)
- Poor mothering (especially young ewes)
- Poor nutrition (ewes without sufficient milk)

4. FEEDING

The **feeding of the sheep** is very important and has an influence in the following **3 factors**:

- Growth
- Lambing percentages
- Weaning percentages

Drastic **improvement** or **deterioration** of feeding causes a **break in die wool** that has a negative influence on the **price of the wool**.

Ewes normally lamb once a year (12 months) but with **good nutrition** they can lamb every **8 months**. The wool follicles of the unborn lamb are formed before birth and it determines the wool type the lamb will have as an adult sheep. That is why the right feeding is essential for the pregnant ewe. The different breed's **wethers, rejected rams and ewes** take between **100 – 150 days** to reach a **live weight of 25 – 45 kg** to be market ready for feedlots or the abattoir.

5. HEALTH OF THE FLOCK

The hooves of the sheep grow fast **in soft pasture** (lands) and **sandy soil**, and must be trimmed preferably every **2 months**. If it is not done, infection in the hooves can occur and the sheep can get **Footrot or Sweatland**.

Footrot is caused by bacteria. The bacteria get into the skin of the foot through small wounds that can be caused by grass while the animal is grazing as well as through tick bites. Sheep can carry the germ up to **3 years** in its foot. The germ can survive upto **2 weeks** in the infected soil in the camps. Wet conditions are necessary for the spreading of the germ, which is why areas with high rainfall are ideal for this condition. Footrot causes lameness in sheep and their feet become very tender. The skin between their toes becomes inflamed and swollen. The wound smells because of the infection.

How do we prevent this illness?

- Dip the feet of the affected animal
- Cut the hooves every **2 months**
- Keep the animal out of wet conditions
- Consult your vet

General problem with ewes is **Blue-udder**

- **Lockjaw: How does it occur?**

It is caused by bacteria which causes an **infection** of the wound on the lamb's body. The bacteria are in the contaminated soil and animals with weak immune system are more susceptible.

Symptoms: The animal is rigid and the jaw locks. It is **not** contagious.

- Lambs get **weaned** at the weight of **20 – 30 kg** (90 – 100 days) and get **de-wormed** as well.

Diseases that should be prevented by yearly vaccination are :

- Pulpy Kidney
- Pasteurella
- Blue Tongue
- Enzootic abortion

Mineral and Vitamin supplements can also be given through feed, vaccinations or by dosing where these deficiencies occur.

5.1 INTERNAL AND EXTERNAL PARASITES

The most common **internal parasites** wool sheep get are:

- Roundworm
- Wireworm
- Bankruptworm
- Tapeworm
- Nasalworm
-

Stoolsamples are used to analyse the worm count and to determine if the animal is infected and must be dosed. With wireworm infection we look at the **mucous membrane** in the **eyes** to determine if the sheep is infected. When the mucous membrane is pale the infection is severe. (Anaemic)

The most common **external parasites** are:

- Ticks
- Itch mite
- Scab
- Blowflies

External parasites are controlled through **plunge dip, foot-dip, pour-on medicines or vaccinations**.

Blowfly attacks are common in wool sheep. The blowfly lays eggs under the tail of the sheep and in wounds on their bodies, where maggots can easily be hatched. Wool sheep must be examined regularly to pre-empt infections.

Scab is a non-seasonal disease. It is highly contagious but can be prevented. If the farmer suspects his animal has scab it must be reported immediately to the nearest state veterinarian. A Farm is then put in quarantine for plus minus 3 months. Scab is caused by a parasitical **mite** who feeds on the skin of the sheep.

What are the symptoms?

- It causes irritation on the skin.
- Loss of wool.
- Weight loss because the animal loses its appetite due of the itching.
- The animal gets wounds on the body because it rubs against everything and then causes infection.

What is the consequence for the farmer?

- These animals lose condition.
- The animals can't be sold.
- The farmer has less income and your farming business reputation is connected to the disease.

5.2 EXTRA:

Botulism

- It is caused by a **toxin** excreted by harmful bacteria which inhabits dead organic material and causes paralysis with animals and birds. This happens for example when dead mice rot and decompose in a water trough.
- Botulism is a **toxin** and not an infection and is not contagious.

Blindness - can occur in sheep as a result of a **Vitamin A** deficiency or a **virus** infection.

Brucellosis – before mating rams must be clinically examined.

Brucella is a venereal disease that occurs with rams and can make them sterile. Before breeding the rams must be clinically examined by a veterinarian.

Pica / Osteophagy

- This occurs when Herbivores (plant eaters) have a craving to chew bones.
- **Why?** When animals graze on old pastures in continuous dry conditions such pasture has a **phosphate deficiency** and the result thereof on the animal is weak growth, weakness in the bones and constipation.
- **How do we treat Pica?** The flock must receive a supplement of phosphate in the form of lick and an extra dosage of bonemeal.

6. PRODUCTS OF A WOOL SHEEP

6.1 WOOL

Wool and Dual-purpose sheep are sheared in accordance with the breed with a woolgrowth of **6 – 12** months. Adult ewes produce a fleecemass of **3 – 6 kg** with a length of **50 – 100 mm**.

Wool contamination costs the farmer and the wool industry a lot of money and must be avoided.

Wool contamination is **caused** by:

- Baling wire
- Urine and manure
- Blood and tar
- Paint and discolouring because of fungus/chemicals

Always try and avoid contamination in the wool clip.

- Always shear wool bearing breeds first
- Pieces of skin as well as bloodstained wool must be removed
- Wool must be pressed and not trampled on

The Fleece is skirted and divided as follows on the table after it is sheared:

1. Curls
2. Skirtings
3. Fleece pieces
4. Wool from the back
5. Fleece

DEFINITION: MERINO WOOL:

- It is white wool that is naturally free of kemp and hair

DEFINITION: IMPURE WOOL:

- It is wool that is contaminated with impurity. Such wool is packed separately and marked **BRANDS**.

WOOL is divided in 9 different lengths, eg:

- AA = 90 mm+
 - A = 80 – 90 mm
 - BB = 70 – 80 mm
 - B = 60 – 70 mm
 - C = 50 – 60 mm
 - DD = 40 – 50 mm
 - D = 30 – 40 mm
 - EE = 20 – 30 mm
 - E = under 20 mm
- (9)

DEFINITION: WOOL OIL / LANOLIN:

The purpose of wool oil is to protect the wool fibre against **withering and disintegration** through dust and weather conditions.

6.2 THE 6 PHYSICAL CHARACTERISTICS THAT DETERMINES THE PRICE OF WOOL: (6)

- **Fibre fineness** is done at the Wool-testing Bureau to determine the diameter of the fibre: The diameter of the fibre is measured in **Micron – 22 Micron is thicker than 18 Micron**
- **Clean content** – no odd fibres are present
- **Wool length**
- **Tensile strength** – fine wool gets better price than strong wool
- **Quality** – soft/hard handling and the visibility of the curl
- **Appearance (colour)**

6.3 QUALITY OF WOOL IS VERY IMPORTANT

The **Eye and Hand** method is used at shows to **evaluate** the wool. Judges highly value the quality characteristics. Exhibitors of wool and dual purpose sheep must be able to open the fleece correctly. Both hands are used and with the fingers and inside of the palm the wool gets turned over. The different qualities of the wool can be seen and **felt** this way. The fleece is opened at **3 places** namely front, middle and back.

QUALITY IS THE FOLLOWING FACTORS: (3) (fine/medium/strong)

- Gentleness of the handling of the wool
- Absence of odd fibres like hair or black and brown fibre
- The clarity and regularity of the curl

DEFINITION: WOOL OF WHITE WOOL BREEDS

This is wool that is naturally free from kemp, coloured fibre and hair eg
SA Vleis merino's / Landsheep

DEFINITION: WHITE AND COLOURED WOOL

This wool has natural kemp fibre or hair and/or pigmented fibre eg **Dorpers**

6.4 MEAT QUALITY

The **price of meat** is being determined by:

- Age of the animal (lamb, 2 teeth, adult animal)
- Even fat distribution over the carcass
- Conformation
- Size of the animal

Carcasses get roller-marked through colours depending on the age of the carcass

- A → lamb marked with **Purple** on the carcass
- AB → 1 – 2 teeth marked with **Green** on the carcass
- B → 3 – 6 teeth marked with **Brown** on the carcass
- C → more than 6 teeth marked with **Red** on the carcass

In the ring on shows **muscling** plays a big roll. Hindquarters and back cutlets is the most expensive meat and get special attention from the judges. When the sheep is shown in the **body** the judge judges the **depth/size** of the sheep. He pays attention to the grade of muscling and the sheeps inner and outerleg when the sheep is being judged from the back.

A **wide chest** is a good indication of large breast capacity which can house healthy lungs the animals walking ability is very important. Where the animal must move in inhospitable pasture conditions the sheep must have **good pasterns** which are strong and won't wear out when the sheep is walking.

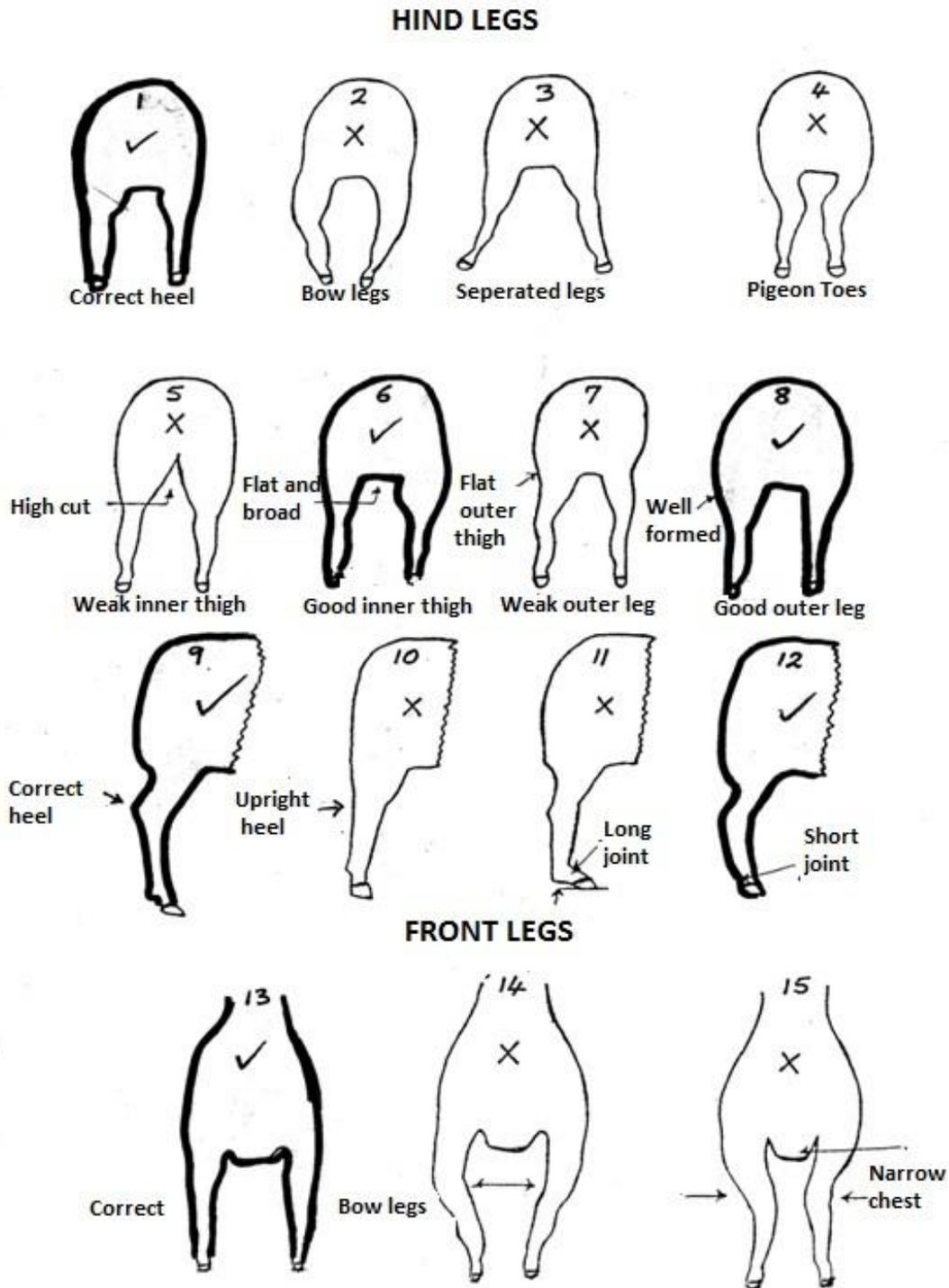
7. DETERMING THE AGE OF WOOL SHEEP

The top jaw is hard cartilage and the age of the animal is determined by the lower teeth

- ± 14 months a lamb develops 2 permanent teeth
- 2 years/ 24 months the sheep has 4 permanent teeth
- 3 years/36 months the sheep has 6 permanent teeth
- 4 years/48 months the sheep has 8 permanent teeth (full-mouth)

During the youth show the showman will have to open the **mouth** of the sheep and with accuracy explain to the Judge how old the animal is. The showman opens the mouth of the animal, not just to determine the age, but also to check if there is any problem with the mouth or teeth of the sheep.

FIGURE 1: CONDITION OF FORE AND HINDQUARTERS:



8. MAIN CULL FAULTS OF WOOL-BEARING SHEEP

DEFINITION: What is a cull fault?

It is conspicuous conformation or wool faults that makes the animal inferior to the standard acceptable for the specific breed.

1. HEAD
Hollow head/ short or long lower jaw / mouse ears / ingrown eyelids
2. BODY
Hollow back and shoulder / sloping rump / flat flanks
3. LEGS
Back – cow hock / sickle hock / weak joints that sag
Front – knock knees / hocks that sag/ hocks that are too upright
4. COLOUR AND ODD FIBRE
Brown/black hair on the body, legs or head
5. WOOL
 - Too thick wool
 - Hair mixed with the wool
 - Dry, rough handling
 - Poor quality / wool features

DEFINITION: RAM WOOL

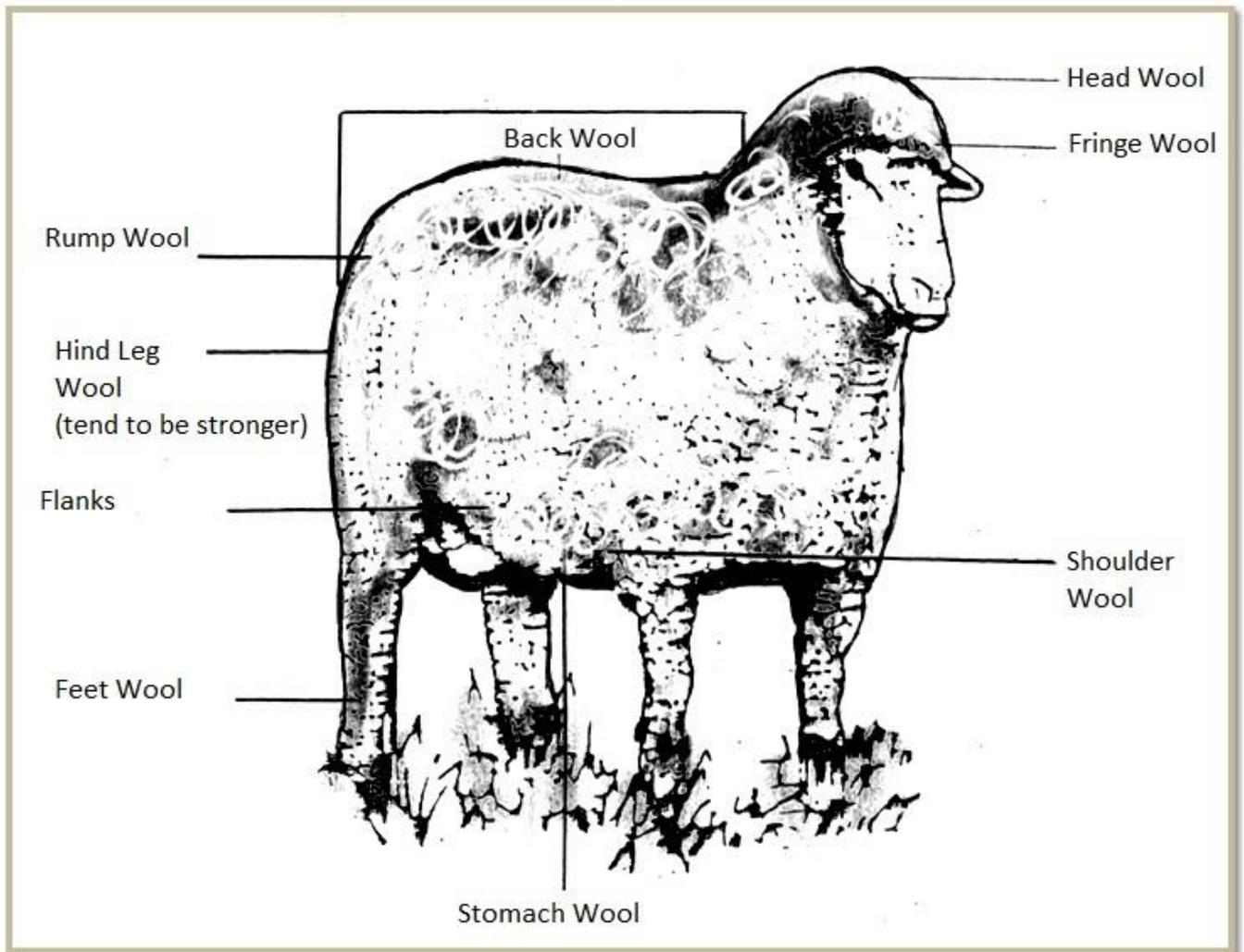
This is wool that is sheared from rams

DEFINITION: HOGGET WOOL

This is wool belonging to lambs between **8 – 12 months** that was not sheared when they were lambs.

FIGURE 2:

PLACES WHERE DIFFERENT WOOL APPEARS ON A SHEEP:



PRACTICAL

NOT ALLOWED AT SHOWS:

- Watches, jewelery, CHEWING GUM, long nails, rings
- Dirty boots
- Girls with untidy hair / boys with uncombed hair
- No use of soap on the wool sheep
- Only meat sheep get washed

A. WASHING A WOOL SHEEP * WHAT DO YOU NEED?

- o 1 x large bucket with a sturdy handle that will not detach
- o 1 x deep plastic toolbox
- o 1 x small sponge
- o 2 x face cloths
- o 2 x face towels
- o 2 x bigger towels for drying the flank
- o 1 x scrubbing brush for the hooves
- o 1 x dustpan and small broomset
- o 1 x plastic bag for your wet cloth
- o 1 x rope or leather halter
- o Your black or white gumboots
- o Blue overall pants or blue jeans with a belt
- o White golfshirt with a collar and nothing written on it or a shirt that is supplied by the competition organizers

A few guidelines before you start:

- ✓ **Important: remember your number on your back.**
- ✓ **Always work on a clean surface.**
- ✓ **Make sure you know which side to wash. Listen to the instructions of the Judge.**
- ✓ Lead your sheep to the washing room, left hand under the chin with the halter-rope in your hand so that the sheep does not stamp on it, your right hand on the tail.
- ✓ Fasten your sheep with a short **halter-rope** so that the sheep can't jerk.
- ✓ Put down your toolbox and fill your **bucket** with water and put it at a **safe distance** from your sheeps feet so it won't kick it over. If you are not familiar with the plumbing system do not open the tap completely to fill your bucket.
- ✓ You can now unpack your toolbox.

START WASHING: TIME: 35 min Juniors and 25 min Seniors or as determined by the judge.

1. **Start left**, wash **under the chin** and work upwards, do not work from right to left over the sheeps face, if you work on the left side, you also stand on the left side.
2. Wash the **chin and the lower lip**.
3. Wash the **lips**.
4. Wipe the **nasal cavity**.
5. Wash the **cheeks** well until the ewe's facial hair is nice and white.
6. Wipe on top off the **nose bridge**.
7. Wipe the **tear ducts** under the eyes.
8. Wipe cautiously around the **eye** area to remove dirt.
9. On the **inside of the earlobe** you gently wipe with a damp cloth.
10. Wipe with a soft wet sponge on the **outside of the ear** until clean.
11. Wipe the **horn base**.

Shoulder and groin of the sheep

Note: If you start working under the sheep, bend down on one knee but not with both knees on the ground and do not lie down under the sheep either. Work in a neat, ordered way and keep your clothes clean.

- Start with the **left front shoulder**
- Wash the groin with a dried out cloth and dry with a bigger cloth.
- When the groin is clean, do the same with the **left back groin**.
- Now you can wash under **the tail** while standing on the left side of the sheep.
- Wash and dry the **right front shoulder** and then the **right back groin**.

Legs and Hooves

- **Start at the left front side**. You can now wash **the lower legs and hooves (not wool bearing)** Wash with water and a scrubbing brush.
- Wash and scrub **the left hind leg and hoof**, follow with the right front leg and hoof and finally the **right hind leg and hoof**. Dry the lower legs with a **downward movement** with a dry towel.
- Work with care when you bend the leg to ease your work. **Always bend the foreleg to the back and the hindleg to the front**.
- Don't hurt the animal's hips unnecessarily by awkwardly bending of leg.

Make sure your sheeps legs are **dry**. You may never **stand over your sheep** or work over the animal from one side to the other.

- Make sure there is no straw, chaff or manure stuck **under the sheeps stomach** and look for any foreign fibres – front, middle and back.
- **Don't brush the wool**.
- **If your sheep defecates or urinates** – wait till the animal is done.
- **Pack away your goods in your toolbox when you have done everything**.
- Make sure your sheep is standing straight.

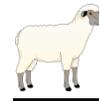
Wipe your **gumboots**!! Tuck in your shirt and see that your pants are neat.
Now you stand on **the lefthand side of the sheeps head**, upright with your hands behind your back.

- Answer any questions with the proper respect and knowledge.

*When the Judge comes and talks to you and makes references regarding possible mistakes that you have made, you must experience that as constructive criticism and use it positively.
When judgement is done you can untie your sheep, with the order from the Judge and take her to the stall area.*

- You can now go back to your working area and remove your toolbox and bucket and pour your water into a drainage ditch.
- Remember to wash your rags and dry them.

B. PREPERATION OF THE WOOL SHEEP: WHAT DO YOU NEED?



- 1 x deep plastic toolbox
- 1 x rubber mat to display your tools
- 1 x shearing scissor in a good working condition with a casing for the blades
- 1 x small scissor for cutting claw and hoof hair
- 1 x small nail scissor for cutting the ear hairs
- 1 x yellow dusting rag
- 1x small bottle Linseed oil that seals properly
- Dustpan and small broom set
- 1 x halter
- 2 x loose plasters in your kit in case you get cut (*blood on the wool sheep is forbidden*)
- Black/white boots
- Blue overall pants or denim jean with a belt
- White golf shirt without anything written on it

- No sandpaper is allowed for the hooves

PREPERATION: Seniors 20 min, juniors 20 min:

- **Important:** remember your number on your back.
- Make sure you know which **side of the animal** you must prepare.
- Fetch your animal in the stall and put on your **halter**. Walk with your **left hand** under the sheep's jaw and your **right hand** on the tail of the sheep. Keep your halter rope in your left hand so you or your sheep do not to stand on it.

- Fasten your animal on the arenas inside ring when the Ring Steward tells you to. **Shorten** the halter to make sure your animal doesn't become unruly.

- Bring your **toolbox** to the preparation-station where your sheep is fastened.

- Pack your **equipment** for the section out on your toolbox or rubber mat. Remember that all **scissors must be closed** when not in use. It can hurt you as well as the sheep, that is why you must place it a save distance from her hooves. Keep your tools in neat order and know what everything is in case the Judge asks you what the items are used for.

START IN THE FOLLOWING ORDER:

1. Trim the long hair around the **mouth and chin** and see that the hair that remains is the **same length**. It must not be shorter than 1cm so that is still looks natural.
2. Trim the **eyelashes** but not completely, with a small scissor.
3. Trim the hair inside the **ear** with a small scissor.
4. Trim around the **edge of the earlobe** with care with a small scissor.
5. Take your pair of **shears** and clip the **horn base** and the **fringe** on the left side, Trim the hair on the head neatly.
6. Move downwards to the neck of the animal.
7. Clip the wool around the sheeps neck with the shears in a **downward movement** in a V-form also from the left side.

Clip the wool all over the body from the **left side**. Make sure the **rump and shoulders** get enough attention. The topline of the ewe must be even and without steps.

Clip downwards with the tip of the scissor against the stomach in the growth direction of the wool. Wipe with the other hand against the grain of the wool in an upward movement to ensure that you have cut off all the loose fibre.

Remember – There is a difference between shearing and cutting your sheep for the preparation of shows. (**Why do we cut downwards?**) Because sheep jump upwards when they get a fright, and it is then safer for you and your sheep when you cut with the scissor pointing downwards.

8. Make sure you have a even rhythm and **don't cut steps**. When the animal moves during the process make sure you or the animal doesn't get hurt. Remove the manure **under the stomach**.
9. Also have a look underneath the tail of the **animal and cut the tail wool in a broad, round u-form**. Stand in the lefthand side of the ewe. Pick up the short tail with your left hand and cut the wool with you right hand.

10. Cut any unnecessary **greasy wool** on the **inside of the front- and back legs**. Left front left back, right front and right back.
11. **Cut the long hair around and in between the hooves.**
 - (1) Cut and expose the left front foot as well as the hairs on the hoof
 - (2) Cut and expose the left back foot as well as the hairs on the hoof
 - (3) Cut and expose the right front foot as well as the hairs on the hoof
 - (4) Cut and expose the right back foot as well as the hairs on the hoof
12. **Oil** the hooves with your dust cloth and **linseed oil** on the inside of the hoof and the dew claw. Left front left back, right front and right back.
13. Make sure your working station is perfectly clean.
14. Pack away all your tools in your toolbox. Scissors must always be closed.
15. **Finally wipe your boots.** When all your tools are packed away and the floor is clean, tuck your shirt if necessary. Stand upright next to the sheep on the left hand side.
16. Keep eye contact with the Judge for further instructions. **You stay under judgement until you are dismissed.** Make sure your animal is calm and comfortable with the halter.
17. When the Judge comes to look at the animal he is going to test your knowledge. Answer the questions in full.
18. When the judging is done, loosen your animal and take her back to the stall. Now you can fetch your toolbox.

REMEMBER TO CLEAN AND OIL YOUR SCISSORS AFTER YOU USE IT TO PREVENT IT FROM RUSTING.

C. GUIDELINES FOR SHOWMANSHIP – WOOL SHEEP SHOWMAN

1. REMEMBER: - You are being judged and **not** the sheep but there must be a positive size proportion between you and the animal. For example – Big and tall children must not have too small animals and smaller children must not have too big animals.

IMPORTANT POINTS:

- Concentrate and forget about everything outside the ring.
- Keep eye contact with the Judge all of the time.
- Don't get in between the sheep and the Judge.
- If there are many children in the group, don't look around, focus on your animal's legs.
- Only talk when the Judge talks to you.
- Remember your number on your chest.
- Clean jeans, a belt, **white boots**, white golf shirt.
- Be in time for your participation.

2. RULES IN THE RING:

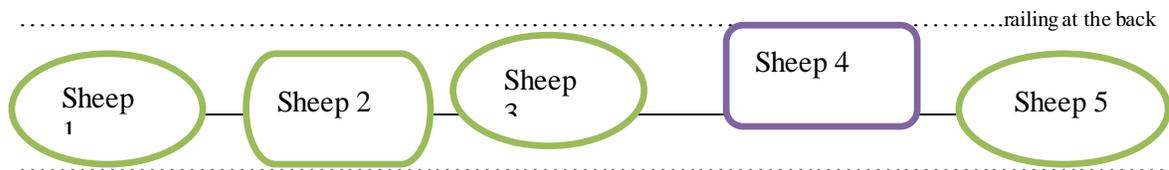
- Now the sheep has **no halter** on and you must control the animal.
- Hold the sheep with your left hand under the chin and your right hand under the tail.
- Enter the ring clockwise on the **left hand side** of your sheep and move around on the left.
- Don't **cut corners** and tramp in the corners until you get to your place to stand and keep eye contact with the Judge.
- Not you or your animal are allowed to touch the railing.
- Don't stand too far away from the railing.
Stand and adjust the sheep's legs – front legs must be straight down and the back legs a little bit to the back, comfortably apart.
- Pick up the **front half** of the body and let her down to get the front feet into the correct position.

- Use your feet gently to get the back legs in position. You can also use your right hand, but it takes a lot of time and can't be done with big sheep.
- Keep your right hand at the back of the sheep's head, your finger pointing to her right ear and your left hand under the jaw. Your finger must not point forward to the sheep's fringe.
- You always use a **flat, open hand** when working with a wool sheep.
- Stand at ease on the lefthand side of the animal with your feet slightly apart.
- Feet - FIGURE 4, page 20
- As soon as you are standing in place, look up, this is a sign to the Judge that you are ready to be judged.
- Make sure you know who the **head/senior Judge** is.
- Listen carefully to your instructions
- Talk only when the judge talks to you.

3. TURNING MOVEMENTS OF THE SHOWMAN

- Frontwards, sideways and backwards. You must stay at your place and not move to your front, back or side **out of your line**. KEEP YOUR PLACE. - FIGURE 3.
- When you lose your place you must turn into your original position with your next movement but you must also reposition yourself if you realize that you are out of line.

FIGURE 3:



In the drawing on top you can see that sheep 3 is a bit out of line and the space between 2 and 3 is too small and the space between 3 and 4 too big. Sheep 4 is completely out of line. Always keep an imaginary line and the same spacing between the animals. Don't touch the railing during turning movements.

- Be energetic, consistent and quick, but not clumsy.
- Your one hand stays on the jaw and with the other open, flat hand you turn the abdomen in the right direction with press and push movements on her hindquarter.
- While you are waiting for instructions – don't fidget with your hair, clothes or the animal.
- Keep your shoulders straight. Don't try and turn the animal using your knee.
- *A fit showman is a relaxed and calm showman.*

4. SHOWING YOUR SHEEP IN THE RING:

- **Know your sheep. If you catch another competitor's animal you will lose a lot of points.**
- Don't try and force your animal on to the judge. Show your animal to the judge.

- You are not allowed to drive your animal by clapping your hand or whistling.
- Lift your hands when your animal is on show.
- Be calm and don't frighten your sheep with fast, unexpected movements.
- Keep eye contact with the Judge and if the Judge moves to the left or right, you must move in the opposite direction, but the sheep must stay in between you and the Judge.
- If the Judge comes to a standstill and your sheep as well, you stay put with your hands next to your sides. When the judge starts to move, you must also start moving to control and show your sheep.
- Keep an eye on your animal and don't get confused with another showman's animal.

5. INSTRUCTION FROM THE JUDGE TO "CATCH"

- Lift your arms and without clapping, push the sheep to the nearest corner, where you will stand and catch.
- Keep in contact with your sheep especially if more than one sheep is being shown at one time.
- Move towards your sheep immediately and catch her before she gets a chance to start running.
- Catch her on the **left hindleg with your right hand** above the sheep's heel. If the sheep stands with her front side facing you, you can catch the sheep around the neck.
- While you are waiting for the other participants to catch their sheep, you must still **concentrate** because you are still being judged.
- In case other animals are difficult and they **push against your sheep**, you are not allowed to take your hands off your animal to help another participant with her sheep.
- When you have caught your animal, move like when you have entered the ring, from the **left side**, against the railing and step in the corners while you keep eye contact with the judge.
- When other participants are standing far away from the railing you must pass in **front** of them and take your place.
- When at your place position your sheep's legs and make sure you are standing in your correct position and look up.

6. THE 2ND SET TURNING MOVEMENTS IN THE RING FOR THE SHOWMAN

- When everybody is standing on their correct spots, the Judge will ask you to turn the sheep in different directions. The Judge will now expect from you to turn the sheep in faster movements.
- Concentrate well and listen to the instructions because they are going to try and catch you out with the faster movements. Concentration, control and fitness is very important.
- You can also be asked to change your animal with another participant's animal. The Ring Steward will help you hold the animal with the changing.

7. OPENING THE WOOL

- The Judge will now ask you to open the wool of the sheep on **three** places. He or the Ring Steward will hold the head of the sheep themselves while you move your right foot in at the back of the sheep's left buttock. Start opening the wool at the **front of the sheep's shoulder**. Remember to keep the three opening spots in an imaginary straight line.
- Also remember to open the wool in a neat, straight line.
- Use your **thumb and index finger** of both hands and pull the wool staple open from top to bottom. Keep your hands flat and work with your palms on the wool.
- When you feel satisfied with the opening motion **look up** to the Judge and he will show you to move to the middle. Do the same again and open the wool from top to bottom with the same technique. Lastly you will open on the **hind leg** and if you are done, **look up**.

- The **method** that you used to open the wool is called the **hand and eye method**.
- When the judging is done, position your and your animal's legs correctly and concentrate because you are still being judged.

8. OPENING THE MOUTH OF THE SHEEP

NOTE: *Make sure you know what age the animal is before entering the ring.*

- Use your **thumb and index finger** of the left hand. Turn the head of the sheep towards the judge and pull the top and bottom lip away from each other. You must look at the teeth first and then to the judge.
- Why do we do that? The method is used to determine the age of the animal.

D. GUIDELINES FOR GROUP SHOW:

1. **There are 3 participants in a group. Stand from tall to short or the other way around.**
2. The one in the middle (caller) must give the signs.
3. Judges look at uniformity and good group co-operation.
4. The sheep that is being used in the group show must also suit the children and preferable from the same flock.
5. Everybody's pants, belts and boots must be the same. Make sure you have enough time to sort out your boots. Tuck in your shirt and if you wear hats they must be the same. No jewelry or watches are allowed.
6. The showman in the middle has the number of the group on his chest.

ENTERING THE RING:

7. Enter the ring the same as with showman – move in without cutting corners, clock-wise (leftwards). Your left hand under the jaw and your right hand on the tail.
8. Look up to the Judge in the same time as you move to the left. Keep the space even between the sheep and if one of them comes to a standstill, the other two showmen must also stand with their animals until the showman is ready to walk on.
9. The “caller” gives the sign and you start moving on until you are in the right position.

STAND CORRECTLY BEFORE ORDERS START:

10. Firstly correct the sheep's legs and then your own feet. Also do this in conformity. Go on the “caller's” order and position the front legs. You do that by picking up the sheep by its chest - not on the neck. Position the hind legs and come up on your legs briskly when the “caller” gives the order.
11. When you are satisfied that your feet are in position, make sure your left hand is under the jaw and your right hand flat with straight fingers resting on the back of the sheep's head.
12. Keep eye contact with the Judge and listen to the orders of the Ring Steward.
13. Listen to the orders of the “caller”. **Concentrate**. If the other two participant's sheep's legs are in position they must give a sign that they want to correct something. You must work out the signs between yourselves.

TURNING MOVEMENTS:

14. You are now going to turn the sheep to the front, side and back. In all cases you must stay in your place and don't move forward, backward or sideways out of your **line**.
15. It is now very important to keep the right **space** between yourselves. *FIGURE 5*
16. Concentrate on your hands staying in the same spot on the back of the head and also concentrate on your **feet**.
17. It will help a lot if you are fit because if you can't keep up with the turning movements you will break the rhythm of the group and a judge will spot that very quickly.

FIGURE 4: The sketches below indicate the feet-placings if the showman stands on the left side of the sheep - if the sheep looks to the left and the showman to the front.



a) Your feet (1) and the sheeps feet shown in black.
The **correct** way of standing.

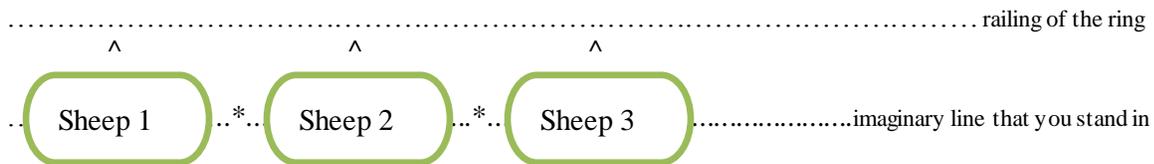
b) Your feet (1) must not show outwards.
The **wrong** way of standing.

SHOWING IN A GROUP

1. When you show the sheep, stay in the same sequence as when you came into the ring. Move the sheep towards the Judges without coming into contact with them.
2. You must lift your arms to show the sheep without whistling or clapping your hands.
3. If the Judge moves to the left or right, you must move in the opposite direction. Stay in your correct sequence.
4. Try and keep your sheep away from the other animals and the showmen. Keep focused and don't lose eye-contact with your animal or the Judge. It is important to keep your animals as a group together.
5. When the Judge stands still, all of you must also stand and let your arms down. Keep eye-contact with the Judge as well as the sheep.
6. Don't get in between the Judge and the sheep.
7. On the command "catch" you must take the sheep to the nearest corner. Keep the sheep calm because if one of the sheep breaks away from the group, the showmen must leave their sheep and bring the loose sheep back to the group which must then go back to the corner, and wait for the caller's command to bend down and catch the sheep.

8. Catch the sheep on the left back leg with your right hand. Remember you always catch cross-over. Catch the sheep above the heel. Catch your own sheep!
9. You are allowed to catch the sheep around its neck but then **all of you must do it at the same time**.
10. When you have caught the animals you move in your original sequence on the left side in the ring. Keep your space and keep eye-contact with the judge.
11. When you get to your spot, position the sheeps legs. First the front legs, then the back legs and put your own feet into position as well. Listen to the commands of the “caller” and concentrate.

FIGURE 5: GROUP SPACE AND POSITIONS



- *Make sure you stand in a comfortable distance (marked ^), with your sheep from the railing in the ring.*
- *Make sure the space (marked *), between the three of you stay the same when you stand of turn.*
- *Don't lose concentration with the 2nd set of turning movements.*
- *Don't touch the railing during your turning movements.*

OPENING OF THE MOUTH IN GROUP SHOW:

You must all do the mouth opening at the same time.

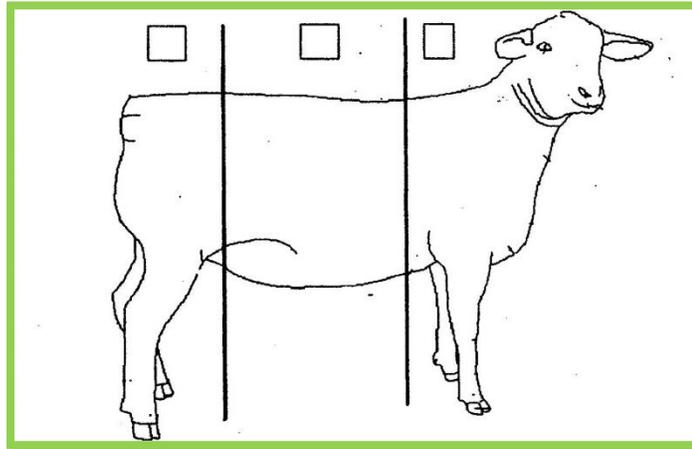
- Use your thumb and index finger of the left hand to lift the lips away from each other.
- Turn the head of the sheep to the Judge,
- Pull the upper- and lower lip from each other.
- First look into the mouth yourself and then up to the Judge.



E. GENERAL ADVICE FOR THE SHOWMAN:

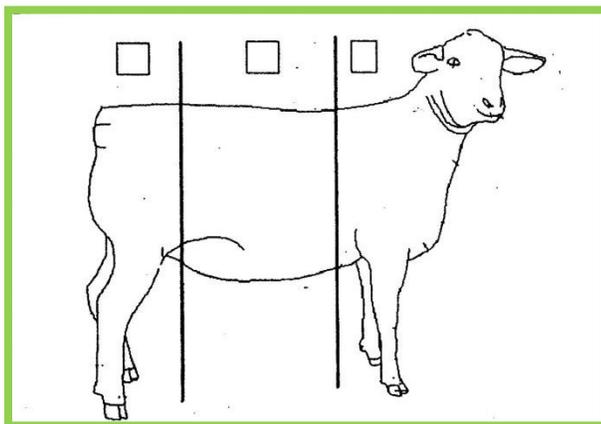
- Neatness is very, very important for your points as well as the image of the Provincial and National Youth Shows. The Youth show is a disciplined sport and what makes it so intense is the fact that you don't only participate on your own but with an animal that is your instrument to success.
- Your animal's needs come before your own.
- Enjoy it and stay calm, then your animal will also be calm.
- Know your sheep's breed.
- It is wise to do some investigation about your breed, because if the judge asks you any questions about your breed you will be able to answer.
- Read magazines regarding farming and animals to broaden your general knowledge.
- Remember when your ewe gets in season, it persists for a few days. She will be nervous and won't allow you to touch her rump or her tail.
- When you borrow/share an animal with someone, you must help to unload, upload, care for and if things get difficult you don't blame it on the animal. You are being judged and not the animal. Very important - always say thank you!
- You are showing a wool sheep – know all your facts about wool.
- Support each other when you are part of a team, work together on neatness and caring of the animals.
- Enjoy the Youth Show. You get to know other showmen. Making friends at the Youth Show is an asset for you. Your Youth Show friend is your competition because he/she will keep you on your toes.
He/she is also your support and teammate during championships.
Be proud of the Youth Show because it makes you very special. ***Remember one day you may be an important participant in the Agricultural community.***
Thank you for your hard work!

WOOL SHEEP: WASHING PROCESS – basic evaluation checklist for showmen



Wool sheep washing method:	Point 0	Point 1	NOTES	
1. animal firm/ minimum restraint				
2. big bucket filled with water				
3. under shin/ chin/ lower jaw				
4. inside mouth / upper jaw				
5. nose/ nose bridge/eye sockets				
6. eyes/ inner and outer ears				
7. horn bases				
8. Legs – Left front and back				
Right front and back				
9. under the tail				
10. hooves and claws				
- Left front and back				
- Right front and back				
11. wool and groin/flanks wet				
12. foreign fibres on wool				
13. neatness of showman				
14. time used, boots wiped and clean				
15. faeces /swept up/ disposed of				
			TOTAL:	/15

WOOL SHEEP PREPARATION PROCESS – basic evaluation checklist



Wool sheep Preparation Method	POINT 0	POINT 1	NOTES
1. animal firmly, minimum restraint / correct equipment packed out			
Small Scissors			
2. hair on chin and around mouth trimmed			
3. inside and outside over the top			
Sheep shears:			
4. fringe and base of horns			
5. cut downwards around neck			
6. cut from left front to back and cut from right back to front			
7. cut wool over body without steps			
8. cut the tail wool			
9. cut from left front to left back claws open			
10. cut from right back to right front / claws open			
11. cut from left front to left back around the hooves / cut from right front to right back hair around the hooves			
12. oil the claws and hooves from Left front to back and right Front without messing the oil on the wool			
13. cut under the stomach / remove foreign fibres			
14. technique / neatness/ time taken			
15. faeces and wool swept up and disposed of			
		TOTAL:	/15

LINEAL WOOL LENGTH:

This is an example of Wool lineal that graders, agents and judges of CMW and BKB use to determine wool lengths

