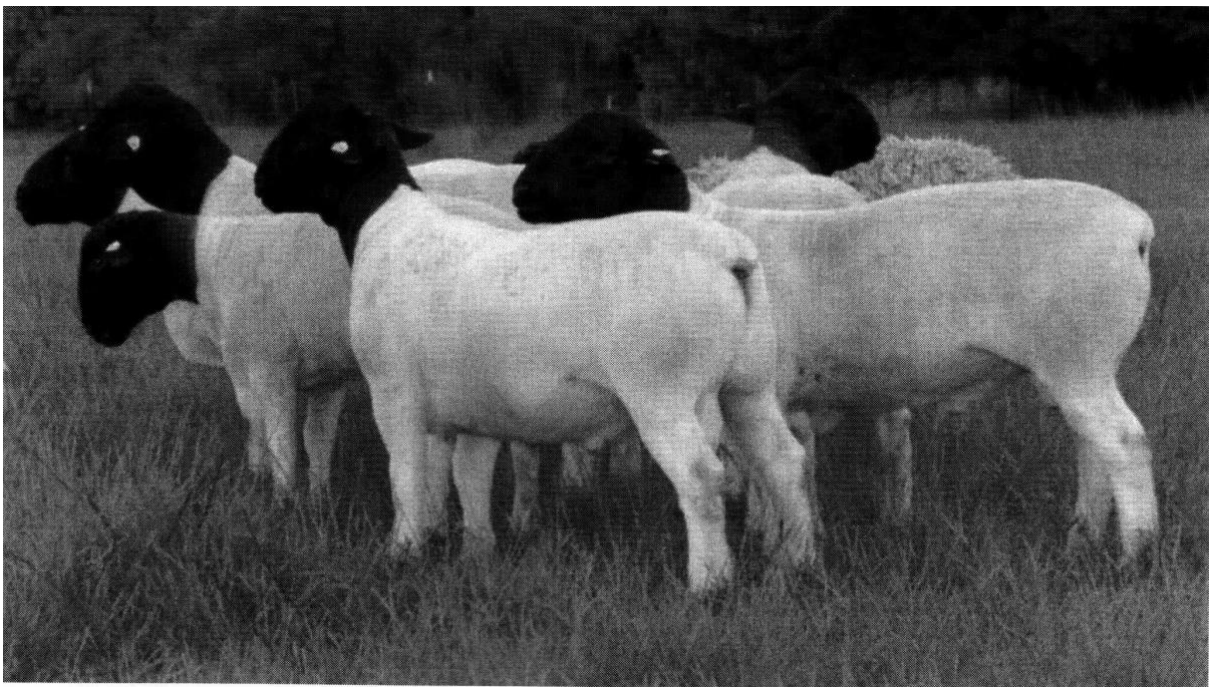




# National Agriculture Youth Show

## Mutton Sheep Manual



2024

# INDEX

## 1. INTRODUCTION

## 2. GENERAL INFORMATION

- Camps and Grazing
- Feeding
- Breeding
- Herd health
- Outstanding features
- Meat features
- Age determination of Sheep

## 3. GUIDELINES FOR PREPARING FOR SHOWS

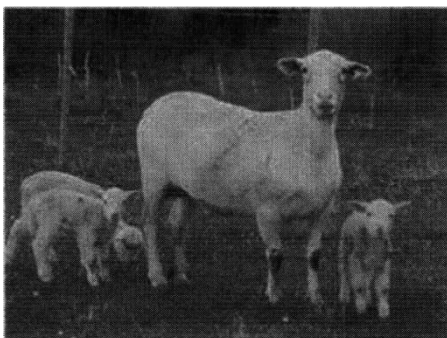
## 4. GUIDELINES FOR WASH

## 5. GUIDELINES FOR PREPARATION

## 6. GUIDELINES FOR SHOWMANSHIP

## 7. GUIDELINES MUTTON SHEEP - GROUP

## 8. GENERAL ADVICE FOR THE SHOWMAN.



## 1. INTRODUCTION

In assessing the Sheep Showman during Youth shows the child (exhibitor) and not the sheep is judged. The sheep are shown without a halter. Animals must be 6 months and older to show.

Since the preparation and evaluation of wool sheep differs to that of mutton sheep, the wool sheep and dual-purpose sheep are judged together and the mutton sheep separately.

Other meat sheep breeds can also be shown, but in this manual we mainly talk about the Dorper. The reason for this is as follows: It is the oldest meat sheep breed. This is the most common Meat Sheep found in South Africa. It is a small and compact sheep with which Youth Show participants can show better. Other Meat Sheep breeds are sometimes very heavy and make it difficult for the participant to handle.

## 2. GENERAL INFORMATION

### Camps and grazing

Always farm with the optimum number of sheep throughout the year, but remember:

The number of mouths dramatically increases during the lambing season when lambs start grazing at 2 weeks and eat about half of that of an adult sheep at the age of 3 to 4 months. Therefore, it is important to apply **rotational grazing** so there's always grazing resting to allow root growth to be stimulated. The number of small stock per hectare varies from farm to farm - stay within the rules and give additional food if drought had an influence on herbs and grasses available. Guard against overgrazing. Also important is to monitor the **water purity** and the condition of the containers in the field.

Dirty, leaking containers and wet areas around the water source is breeding ground of parasites, bacteria and unwanted parasite eggs.

### Feeding

If we think about food, we need to think about water, energy, protein, fibre, vitamins and minerals. Nutritional deficiencies may be a shortage of one or two of the above and not necessarily all of them. Nutritional deficiencies must be supplemented if necessary and the environmental conditions require it.

#### Important feed times:

##### Ewes:

- a. Ewes that have just given birth: **Three weeks** before the mating season  
Young ewes: **Two months** before mating season.
- b. **Mid gestation** for growth and development of lamb.
- c. **Six weeks** before lambing because this is when udder development and milk production is

determined.

d. **First two months** after lambing – maintain the ewe's condition and give the lamb a good start.

**Rams:** Sperm development takes two months and therefore de-worm your rams 8 weeks before mating. Also give them **trace elements, vitamins A and good nutrition**.

## Breeding

The challenge of production is good management and requires careful planning.

When you start pairing is important to know that there are certain times of the year where the **ewes** are more susceptible than at other times. It can also vary according to environmental conditions such as **heat, cold, grazing condition and condition of the animals**. Although the Dorper is adapted for changes in temperature, etc. research has shown that the first **12 weeks of nutrition** in the lamb's life is very important. There is evidence that **proper nutrition and the condition** of the ewe (for good milk production) and the lamb for optimal growth results at this time allowing the lamb in her later life to significantly better ovulate.

This means better **utilization and production!** So the breeding ewes must not be too fat nor too thin and be healthy without internal or external parasites.

Also attention must be given to the **rams**. The ideal is to own rams with **good condition** (not too fat) and a **good sperm count**. Healthy sex organs are essential therefore the testicles, epididymis and penis must be checked regularly. To ensure healthy rams it's good to vaccinate young rams between **2 and 4 months** with **Brucella Ovis (REV 1)** to prevent the transfer of **epididymitis** and other **venereal diseases** found among sheep.

**Different methods of mating can be applied:**

1. **Group mating:** A group of ewes are selected and covered by a specific ram (20 -25 ewes for 1 ram in a limited defined small area)
2. **Mass mating:** Here is a group of ewes are placed with 3 - 4% rams in a camp where mating occurs over a period of time. (e.g. 3-4 rams on 100 ewes)
3. **Individual Mating**
  - **Controlled individual service**
  - **Artificial insemination**
  - **Laparoscopy insemination**

## Herd health

Know your herd, be aware in time if there is any deterioration, or whether there are ticks and dose and dip timeously.

**Dosage:**

- a. Vitamin A - work on the mucosal surfaces and their maintenance (eyes [blindness], nose, intestines and genital system)
- b. Trace elements - play a role in fertility, lamb survival and growth of young animals
- c. Anthelmics - intestinal parasites (e.g. roundworm, nose worm, bankrupt worm, wireworm and tapeworm)  
- external parasites (e.g. ticks, lice, mites, flies, gnats and flies)

### **Vaccinations:**

Vaccinate against major diseases such as:

- a. Cheese-like lymph gland abscesses (sores / abscesses all over the animal's body)
- b. Pulpy Kidney (sheep should be vaccinated once a year)
- c. Bluetongue (disease occurs in March/April and lambs are vaccinated after six months and ewes 10 weeks after the ewe has lambed, in rams this can lead to temporary infertility)
- d. Enzootic abortion
- e. Brucella REV1 (young rams 2-4 months of age to prevent epididymitis)
- f. Pasteurella
- g. Other specific diseases such as Rift Valley Fever and Anthrax.
- h. Live vaccine not for pregnant animals.

Foot rot is caused by a bacteria. The bacteria enter the skin of the feet at places where the grass prick the animal while grazing, as well as where ticks bite. Sheep can carry the germ in their feet for up to 3 years. The germ can persist for up to 2 weeks in the soil of infected camps. Wet conditions are necessary for the spread of the germ so areas with high rainfall are ideal for this disease state. Foot rot causes the sheep to crawl and their feet are very sore. The skin between the hoofs is red, moist and swollen. It smells bad because of the infection.

### **How do we prevent the disease?**

- Foot dip the affected animals' hooves
- Trim the hooves every **2 Months**
- Keep the animal out of too wet areas
- Consult your vet

### **Tetanus: How is Tetanus Caused?**

It is caused by a bacteria that causes **inflammation** in the wound, on the lamb's body. The bacteria are everywhere in the soil and animals with weak immunities are more susceptible.

**Symptoms** = the animals are stiff and the jaw clenches. It is **not** contagious.

### **INTERNAL AND EXTERNAL PARASITES**

The most common **internal (internal) parasites** in sheep are:

- Roundworms

- Hair worms
- Bankruptcy worms
- Tapeworms
- Nasal worms

**Manure samples** are taken to analyze the egg count and determine if the animals are infected and need to be dosed. With hairworm infestation, we look at the **mucous membrane** of the sheep's **eyes** to determine if the sheep is infected. When the mucous membrane is pale, the infection is heavy. The most common external (external) parasites are: - Ticks - Itchy mite - Scabies - Mopeds External parasites can be controlled by immersion dip, foot dip, pour-on agents or vaccinations.

**Mange** is a non-seasonal disease. It is highly contagious but preventable. If the farmer suspects his animals have Mange, this must be reported immediately to the nearest state veterinarian. A farm is placed under quarantine for  $\pm$  3 months. Mange is caused by a parasitic **mite** that feeds on the sheep's skin.

#### **What are the symptoms?**

- This causes an irritation on the animal's skin.
- There is wool/hair loss.
- There is weight loss because the animal has difficulty eating due to the itchy feeling.
- The animal gets open wounds on the body which cause infections because it rubs against everything.

#### **What are the consequences for the farmer?**

- Such animals lose condition.
- The animals cannot be sold.
- The farmer has lost income and your farm's name is linked to the disease.

#### **Botulism:**

- It is caused by a **poisoning** due to a harmful bacteria that occurs in dead organic matter and causes lameness in animals and birds. This happens e.g. when there is a dead mouse rotting and decaying in a trough where sheep have to drink water.
- Botulism is a **poisoning** not an infection and is not contagious.

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

**Epididymis - Inflammation** - Rams must be clinically examined by a veterinarian before mating.

**Brucellosis** - is a venereal disease that occurs in rams and can make the rams sterile. Before mating, rams must be clinically examined by a veterinarian.

#### **Pika – Bone Hunger / Osteophagia**

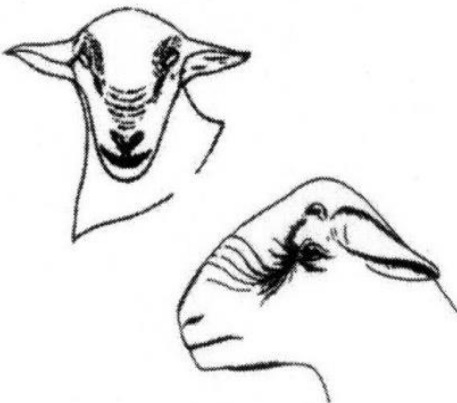
- This is when Herbivores (plant eaters) develop an urgent urge to chew on bones.
- **Why?** When animals graze on old grass pastures in conditions of prolonged droughts. Such pastures have a **phosphate deficiency** and the consequences of this on your animals are poor growth, weakness of legs and stiff gait (dung).
- **How do we treat Pika?** The herd must receive supplements of phosphate in the form of lick blocks and extra application of bone meal.

### Outstanding features of the Dorper

The Dorper is primarily a mutton breed and therefore when selection is made, keep the following in mind:

1. Lamb (meat) production - (meat quality, high production, weight gain, fat distribution)
2. Adaptability - (how animals thrive under different climatic and grazing conditions)
3. Hardiness - (where animals can survive and the resistance it offers against disease).
4. Grazing utilisation - (eats almost anything - non-selective grazer).
5. Good mothering abilities - (Keep lambs and looks after them well).
6. Dorper skins
7. Dorpers with good cover - (ideal coverage = mixture of hair and wool that will shed if not sheared)

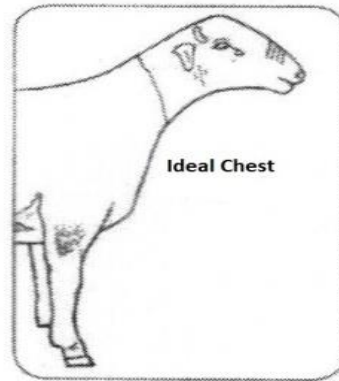
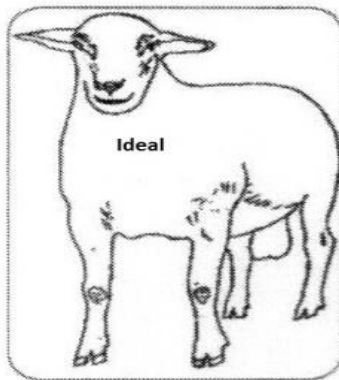
Good head formation:



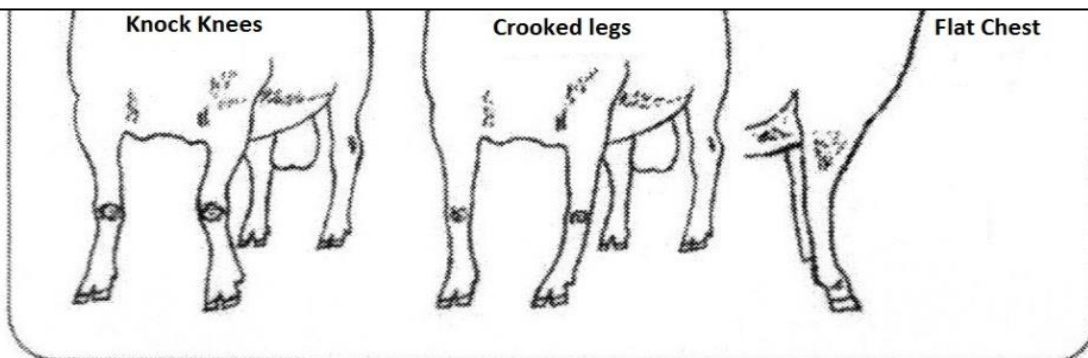
**Ideal Head**

Let us sum up by saying the head is an important part where the different aspects should complement each other to present a strong and noble type ideal.

**Fore Quarter and Neck:**

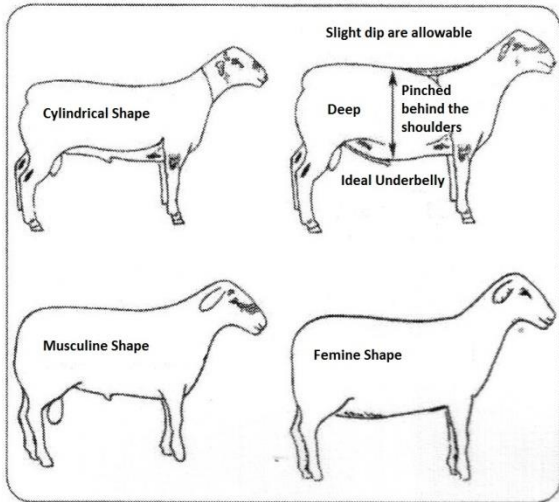


Definition: The neck should have reasonable length, be well fleshed with a good connection to the forequarter. Shoulders should be firm, wide and strong. A reasonable projection from the breastbone in front of the shoulder, reasonable width and good depth is the ideal. The front legs must be strong, straight and well positioned with strong pasterns and the claws must not be split too much. Weak pasterns and knock knees must be discriminated against in grading. Shoulders that present loosely, breast bone that is too flat with no projection in front of the shoulders, crooked legs and lameness are cull factors.



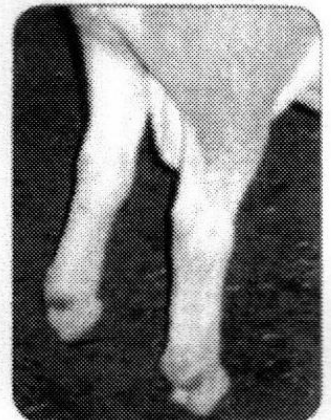
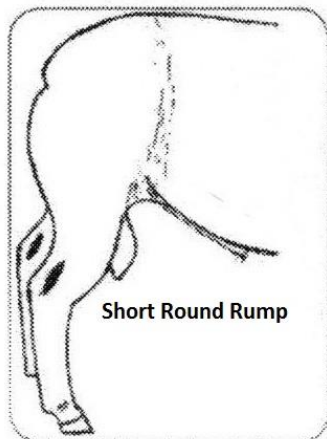
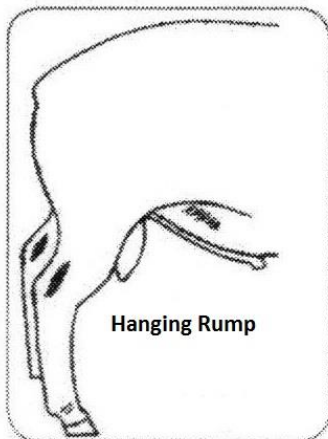
**Mid Section:**





Definition: The ideal is a long, deep, wide body with well spring ribs and loins that are wide and full. The sheep must have a long straight back and not be pinched behind the shoulders. A slight dip behind the shoulder is allowable.

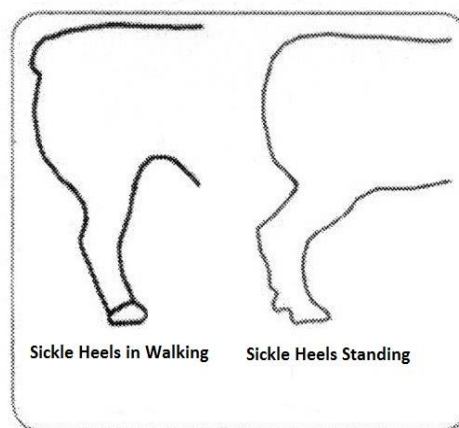
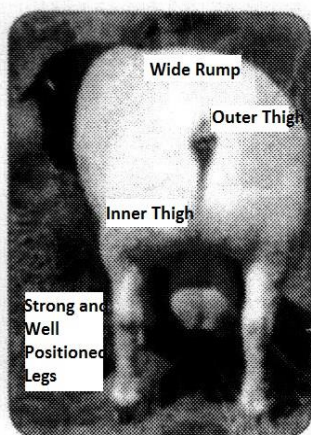
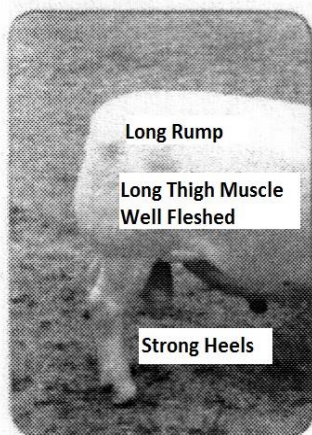
**Hind quarter:**



Bow legs

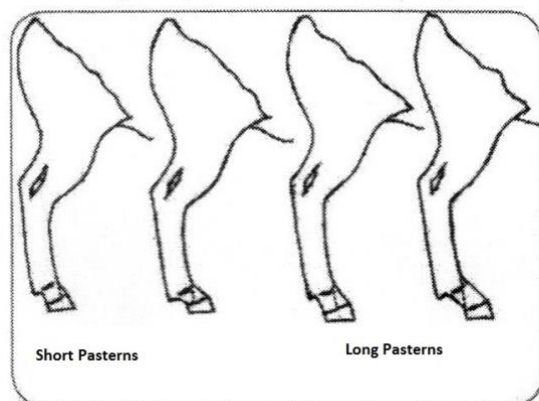
Heels Perpendicular

Definition: An elongated wide rump with a long thigh muscle is the ideal. Discriminate against short rolled up thigh muscles with naked thigh bones. A short or hanging rump must be discriminated against in grading. The inner and outer thighs must be well fleshed low down on the thigh bones of a mature animal. The back legs must be strong and widely placed, with strong feet and pasterns. Weak, crooked pasterns and sickle heels should be discriminated against in grading. The heels must be strong without a tendency to turn neither inwards nor outwards. Bow legs or perpendicular heels are cull faults.

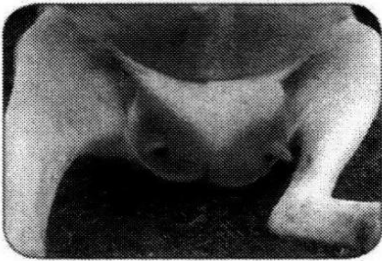


**Pasterns:**

Weak pasterns must be discriminated against in grading. Remember that environment also plays a role. For example under wet and intensive conditions claws grow more quickly and can destabilise the joints.



**Genital Organs:**



Well Formed Udder



Well Formed and Large Testicles

Definition: A well formed udder and genital organs are essential in ewes. The ram's scrotum must not be too long and the testicles must rather be large and not too small. Any abnormality in the testicles is a cull fault. – Minimum circumference requirements for the testicles in a sitting position are:

-10 months 30cm

-2 tooth ram 32cm

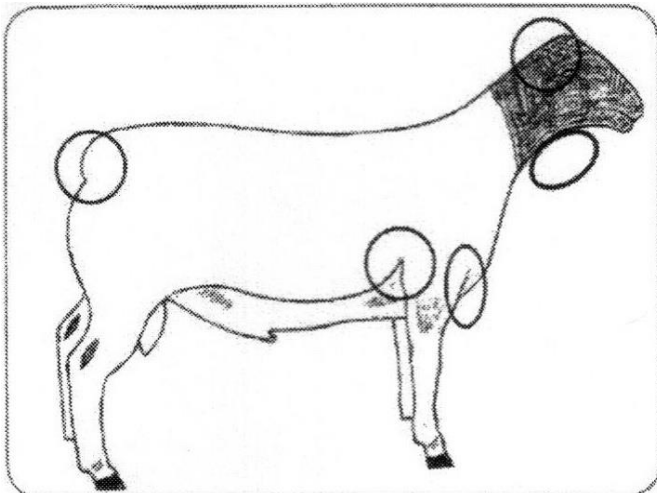
-4 tooth ram 33cm

-6 tooth ram and older 34cm

-In the ram's scrotum there is a cleft with a maximum depth of 1.5cm measured from the deepest point to in line with the two lowest points, allowable.

-The projection of a rectal or vaginal prolapsed is a cull fault.

### Fat distribution:



Definition: Too much localisation of fat on any part of the body is discriminated against when grading (see circles on diagram). An even distribution of a thin layer of fat over the whole body and between the muscle tissue is the ideal. The sheep must be firm and muscular to the touch.

Note: Fat distribution is defined as what is found under normal extensive veld conditions. Animals in feedlots shall accumulate fat.

### Colour pattern:

**Dorpers:** A White sheep with black limited to the head and neck is the ideal. Black flecks to a limited degree on the body and legs are allowable, but totally white sheep and sheep that are predominantly or



totally black are grading faults. Brown or white hair may occur intermittently around the eyes. Pink teats, pink under the tail and white hooves are faults. Brown on the face is undesirable.

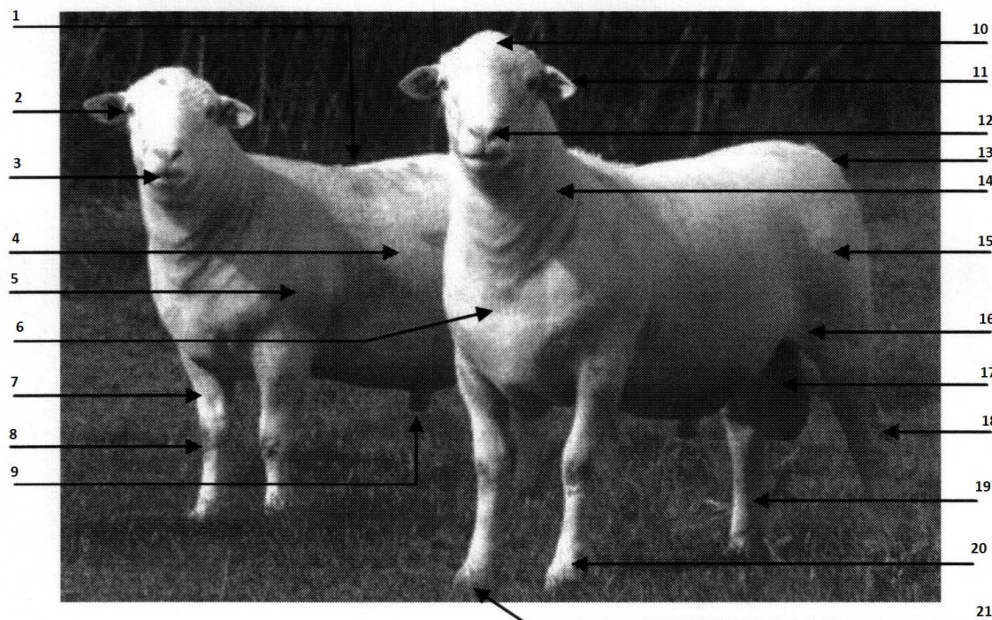
**White Dorper:** A White sheep with complete pigments around the eyes, under the tail, on the udder and teats is the ideal. A limited number of coloured flecks are allowable on the ears and on the under belly.

**Covering:**

Short, light mixture of hair and wool with a natural clean hemp undergrowth. The head must be covered with smooth short hemp.

**General appearance and balance:**

The sheep should be symmetrical and the body parts must be in proportion to each other. A calm temperament with a vigorous appearance is ideal



1. back	8. knee	15. leg
2. eye	9. penis	16. groin
3. mouth	10. head	17. testis
4. ribcage	11. ear	18. heel
5. shoulder	12. nostril	19. hind leg
6. breast	13. rump	20. pastern
7. front leg	14. neck	21. claw

**Meat Features**

The price of meat is determined by the  
 • Age of the animal (lamb, 2 tooth, adult animal)

- Even fat distribution over the carcass
- Body shape
- Size of the animal

**Carcasses are roll-marked with colours depending on the age of the carcass:**

- A → lamb marked with a Purple mark on the carcass
- AB → 1 – 2 tooth sheep marked with Green marked on the carcass
- B → 3 – 6 tooth sheep marked with Brown on the carcass
- C → more than 6 tooth sheep marked with Red on the carcass

The body weight of the sheep is determined by:

- the length of the body
- depth of the body
- width of the body

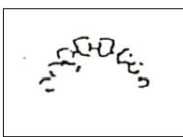
Because meat is sold per kilogram, the body weight plays an important role together with the growth rates of the lamb. Lamb is more tender than mutton and fetch better prices.

In the show ring muscling plays a large role. Leg of lamb and back cutlets are expensive and enjoy the special attention of the judges. When the sheep's body length is displayed, the judge assesses the size of the sheep. From the back view of the sheep he looks at the degree of musculature of the sheep's inner - and outer thigh. A broad chest is a good indication of breast capacity which can house healthy lungs. The animal's ability to walk is important particularly if they have to graze in mountainous conditions. So the pasterns should also be strong.

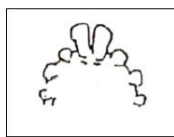
### Age Determination of sheep

The upper jaw is made of hard cartilage and the animal's age is determined by the lower teeth.

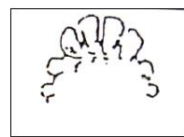
- ± 14 months a lamb changes and the animal gets 2 permanent teeth.
- 2 years/ 24 months the sheep has 4 permanent teeth
- 3 years/36 months the sheep has 6 permanent teeth
- 4 years/48 months the sheep has 8 permanent teeth (full mouth)



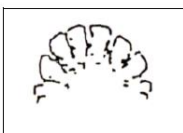
Eerste jaar



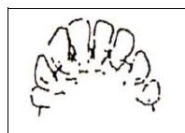
Tweede jaar



Derde jaar (2-3 jaar oud)



Vierde jaar (3-4 jaar oud)



Vyde jaar (4 jaar oud)

### 3. GUIDELINES FOR PREPARING FOR SHOWS (At home before the show)

Make sure in your selection that the animal has neither defects nor diseases (e.g. abscesses) because these animals are eliminated in the show ring.

The main purpose of a show is to bring good publicity to the superior animals and to measure the standard of your animals against animals from other breeders.

Hooves should be clipped a month before the show (do not cut too deep and damage the nerve, it will make the animal lame).

**Washing:** Only mutton sheep may be washed. Under no circumstances are wool and dual-purpose sheep washed.

Shear the wool/hair short and wash it with a mild soap mixture, rinse properly with water, dry the sheep and brush him thoroughly.

**Cut / "Trim":** Once the sheep are well brushed, only the outstanding hair/wool on the sheep's head (especially the stubs) and his body neatly levelled with you shears. Make sure to remove tufts and strings of wool/hair under the belly and between the legs.

Sheep must be short-shorn but the head, claws and hooves must not be trimmed within 6 weeks of the show.

### 4. Guidelines for wash.

When washing, only washing necessities are in the toolbox

- a large bucket with a sturdy handle that does not slip out ( +/- 30 cm deep)
- a deep plastic tool box
- Shampoo suitable for animals
- face washcloths
- face size towels
- larger towels for drying off
- scrubbing brush for the hooves
- rope or leather halter
- Your white water shoes

#### **Washing:**

##### **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 judge's instructions.**
- Lead your sheep to the washbay, left hand under the chin with the halter rope in your hand so that the sheep does not step on it, your right hand on the sheep's tail.
- Tie your sheep short with its **halter rope** so that the sheep does not jerk. (Jnr Jnr may ask ring guide for help)
- Go get your toolbox
- Put down your toolbox and fill your **bucket** with water and place it at a **safe distance** from your sheep's feet so that it cannot be kicked over. When you are not familiar with the tap system, do not open the tap fully in your bucket.

- Now unpack your toolbox.
- Stand to the left of your sheep

**START WASH: TIME: 35 min Junior-Juniors, 30 min Juniors and 25 min Seniors or as determined by the Rules and Regulations**

Note: if you start working under the sheep. You get down on one knee or both knees on the ground and you don't lie under the sheep either. Work in a neat, orderly manner.

1. At the order of the ring guide you can start
2. Turn on the tap until the water is just strong enough. The water must not spray strongly.
3. Begin to wet the sheep well behind its left ear, over its back to the rump. Then wet the sides well as well as the belly and legs. Repeat on the right side
4. Then pour the shampoo from the back of his head to the rump. Remember that his face and ears must not be wet to wash with shampoo, because it is a chemical that can burn the animal's eyes or nose.
5. Now start to wash the sheep by rubbing the shampoo well with your hands and fingers over its back and left side.
6. The belly is washed last because all the dirt runs off. At the very end, the legs are washed and the knees and hooves are scrubbed with the scrubbing brush. Start left front again and then right. Now wash the hooves. Wash with water and your scrub brush. Work carefully when bendingg your sheep's leg to make your job easier. Always bend the front leg back and the back leg forward.
7. Do not unnecessarily hurt your animal's hips with awkward bends of the leg.
8. You must never stand over your sheep.
9. . Use your bucket of foam.
10. Now rinse the foam thoroughly from the sheep's body. Spray against the grain of the hair. Remember no foam can be left behind - especially under the belly and the legs.
11. Now dry the sheep properly with the towels. First left and then right.
12. Rinse out your bucket and pour in clean water to wash your sheep's head.
13. Start wiping under the chin with a wet cloth and work upwards,
14. Wipe the chin and under lip clean.
15. Wipe the lips clean.
16. Wipe the nasal cavities.
17. Wipe the cheeks well.
18. Now wipe on top of the nose bridge.
19. Wipe the tear cavities under the eyes well.
20. Gently wipe around the eyes to remove dirt.
21. Gently wipe the inside of the sheep's ear with a damp cloth.
22. Wipe with a wet cloth on the outside of the ear until clean.
23. Wipe out the horn bases.

- If your sheep defecates or urinates - stand still until the animal has finished.
- Pack your things away in your toolbox when you're done.

Now wipe off your water shoes!!! Tuck in your shirt if necessary and check that your pants are neat. Now you stand again on the left side of your sheep's head, upright with your hands behind your back. (You may not hang or touch the railing at all.)

- Answer any questions with the necessary respect and knowledge.

When the judge comes to talk to you and makes references to possible mistakes you have made, you must experience this as constructive criticism and use it positively. When judging is over you release your sheep, with the judge's instructions, and take her to the stable area.

- Now you go back to your work area and remove your toolbox and bucket and throw your water into a drain.
- Remember to wash and dry your cloths later.

## **5. Guidelines for preparation**

When preparing only essentials for preparation in toolbox

- deep plastic "toolbox"
- rubber mat (optional) to unpack your tools on
- small scissors with round tip for clipping claw and hoof hair
- small bottle of raw line oil that closes well
- halter
- small cloth for raw line oil
- cloth to wipe off boots
- Piece of sandpaper for the hoofs
- White boots - Jean with a belt

### **NO PRUNING SHEARS, HOOF SCISSORS OR WOOL SCISSORS**

PREPARATION: Seniors 20 min, Juniors 25 min:

- Important: remember your number on your back.
- **Make sure you know which side of the animal to prepare.**
- Go get your animal in the stable, and put on your rope halter. Now step with your left hand under the sheep's jaw and your right hand on the sheep's tail. Also hold your halter's rope in your left hand so that you or the sheep don't step on it.
- Now fasten your animal to the arena's fences at the ring guide's command. Fasten the halter briefly to ensure that your animal does not jerk around.
- Now bring your toolbox to the preparation station where your sheep is tied.
- Now unpack your necessities for the section on your toolbox or rubber mat. Remember that all scissors are closed when not in use. It can hurt you and the sheep, so place it at a safe distance from her hooves. Keep your tools in neat order and know what they are all for if the judge asks you what the items are for.

START THE FOLLOWING SEQUENCE:

1. Trim the long hair around the mouth and chin and make sure that the hair that remains is the same length with your small scissors. Not shorter than 1cm so it looks natural.
2. Trim the eyelashes but do not cut them off, just trim them to the same length with the small scissors.
3. Cut the hair inside the ear with the small scissors.
4. Cut around the edge of the ear shell carefully and neatly with the small scissors.
5. Also look under the sheep's tail and cut the shape of the tail hair into a wide, round U-shape. Stand to the left of the ewe. Pick up the short tail with your left hand and clip the hair with your right hand.
6. Clip the long hairs around and between the hooves. Pay attention to which side you prepare.



- a. Clip open front claw and hoof hairs also clip hairs between the hooves
- b. Clip open back claw and hoof hairs also clip hairs between the hooves
- 7. Cut the chest, body, belly and buttock hairs that are long. (Be careful not to cut uneven, cut evenly)
- 8. Wipe off all loose hair from sheep with dry cloth.
- 9. Sand the hooves clean with the sandpaper.
- 10. Now oil the hoof, inside the hoof and the claw with your small cloth and raw linseed oil. Front and back
- 11. Make sure your work station is perfectly clean.
- 12. Now pack away all your tools in your toolbox. Scissors always closed.
- 13. Finally, wipe your boots. If all your tools are neatly put away and your floor is clean, tuck in your shirt if necessary. Stand up neatly on the left side of the sheep.
- 14. Keep in close contact with the judge for further instructions. You remain under judgement until class is over. Make sure your animal is standing neatly and is calm and comfortable on the halter.
- 15. When the judge comes to look at your animal, he will test your knowledge. Answer the questions completely.
- 16. When the judging is over you release your animal and take her back to the stable. Now go get your toolbox.

## **6. GUIDELINES FOR SHOWMAN.**

- 1. **REMEMBER:** - You and not the sheep are judged BUT there must be a positive relationship between you and the animal. E.g. big, tall children should not have animals that are too small and small show men's sheep should not be too big.

## **POINTS OF INTEREST:**

- a. **NO PARTICIPANTS WITH WATCHES, GUM, CELL PHONES, EARPHONES, JEWELRY OR PARTICIPANTS WEARING MAKE-UP WILL BE ALLOWED IN THE RINGS.**
- b. Concentrate and forget about everything outside the ring
- c. Maintain eye contact with the judge at all times
- d. Don't come between the sheep and judge
- e. If you are a lot in the class, don't look around, focus on your animal's legs.
- f. Only speak when the judge speaks to you.
- g. Remember your number on the front of your chest.
- h. Neat dark blue jeans without stains, a belt, white boots without marks.
- i. Be punctual for participation.
- j. Make sure who is the main judge

## **2. RULES OF THE RING:**

- a. Now the sheep has no halter on and you have to control the animal.
- b. Hold the sheep with your left hand under the jaw on the throat (neck) and your right hand behind the tail
- c. Enter the ring, clockwise to the left of your sheep and move around to the left.
- d. Don't cut corners and step into the corners until you get to your spot and keep eye contact with the judge
- e. You and your animal may not touch the fence now.
- f. Don't stand too far from the fence.
- g. Pick up the sheep's front body slightly and lower her to straighten her front feet (Put your right hand behind her left front leg on the sternum to pick her up.)
- h. Stand and straighten the sheep's legs so that the front legs are straight and the back legs are also straight, comfortably apart.
- i. Use your foot to gently push the hind legs straight.

j. Kneel by your sheep with the right rear shoes nose to the back, leg straight, left leg's knee must be bent  $\pm 90^\circ$ , angle between your left and right leg is  $\pm 90^\circ$  in front of the sheep's chest so that the animal's chest is visible to the judge.

k. Keep your right hand lightly behind the sheep's head and your fingers (thumb behind the left ear, 3 middle fingers pointing forward and the little finger behind the right ear) and your left hand under the jaw and your right arm should be horizontal with the sheep's back in the kneeling position

l. Look up at the judge if everything is OK. Do everything as fast as possible. You are now ready to be judged.

m. We always work with a flat, open hand

n. Listen carefully to assignments. Assignments can also be given in English.

o. You only speak when the judge speaks to you.

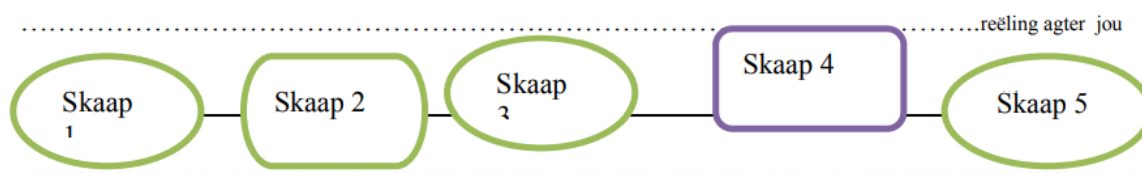
p. The judge/ring guide will now ask for the sheep's front, side and back to be shown.

#### q. **TURNING MOVEMENTS OF SHOWMAN**

a. Front, side ( and back. Now you must stay in place and not move forward, backward or sideways out of your line. **KEEP YOUR PLACE.** - FIGURE 3.

b. When you lose space you have to position yourself correctly if you realize you are out of line and your space is not right

#### **FIGUUR 3:**



In the line sketch above you can see sheep 3 is slightly 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 very out of line. Always keep an imaginary line and also the same spacing between your animals. Do not touch the fence during your turning movements.

c. Be speedy, constant and quick but not clumsy.

d. When you carry out the commands you have to stand up and fix everything and kneel down again every time. (Right hand should pick up sheep in front and your feet step behind legs of sheep as in the beginning)

e. You may not press on the sheep's back with your right arm/hand when you stand up

f. Your right arm should be horizontal with the sheep's back in the kneeling position

g. After each movement, your animal's legs must be straight.

h. Your left hand can move down to the breast of the sheep, to help with the turning motion. Directly after the turn and before the sheep is picked up in front, the hand must be back at the jaw. With the right open, flat hand you turn the animal's hindquarters in the relevant direction with pressure and pull movements on her hindquarters.

i. Keep your shoulders nicely aligned. Do not turn the animal with knee jerk movements.

j. A good showman is a comfortable and calm showman.

#### r. **SHOWING OF THE SHEEP IN THE RING:**

a. Know your sheep. If you catch another participant's animal you will lose a lot of points.

- b. Release your sheep and try not to push the animal onto the judge. Show your animal to the judge. About 2m from judge.
- c. You must not rush the animal by clapping your hands or whistling.
- d. Raise your hands when you are shown the animal.
- e. Be calm and don't startle your sheep with quick unplanned movements.
- f. Maintain eye contact with the judge and if the judge moves left or right, you move in the opposite direction, but the sheep must stay between you.
- g. If the judge stands and your sheep stands too, you remain standing with your hands by your sides. Now when the judge moves, you also move to stop and show your sheep.
- h. Keep an eye on your animal and don't get mixed up with another showman's animal.

**s. JUDGE'S ORDER / RING GUIDE TO "CATCH"**

- a. Raise your arms and without clapping, push the sheep to the nearest corner from where you stand and catch.
- b. Keep in touch with your sheep especially if more than one is displayed at once.
- c. Immediately move closer to your sheep and catch her before she has a chance to run.
- d. Catch her by the left hind leg with your right hand above the sheep's heel. If the sheep faces you, you can catch the sheep around its neck.
- e. If you stand and wait while other participants "catch" their sheep, you have to keep concentrating because you are still being judged.
- f. If difficult animals press against your sheep, you may not take your hands off your animal to help another participant with his sheep.
- g. When you have now caught your animal, move as you did when you entered the ring, from the left around the fence and step into the corners, while maintaining eye contact with the judge.
- h. When other participants are standing far from the fence you must move behind them and their animals and stand in your place.
- i. Now get to your place and fix your sheep's legs, make sure you are kneeling in your right place and looking up.

**t. THE 2nd SET OF TURNS IN THE RING FOR SHOWMAN**

- a. If everyone is in their places and is ready, the judge will ask you to turn the sheep in different directions again. Now the judge will expect you to turn the sheep faster.
- b. Now concentrate very well and listen carefully to the orders because with the increase in speed they will try to catch you. Concentration, control and fitness are very important here.
- c. You can also now be asked to exchange your animal with another participant's animal. The ring guide will help you hold the animals while you exchange.

**u. OPENING THE MOUTH OF THE SHEEP**

**NOTE:** Make sure you know how old the animal is before you go into the ring.

- a. Stand up to open the mouth
- b. Use the thumb and forefinger of the left hand. Turn the sheep's head towards the judge and pull the upper and lower lip away from each other. First look at the teeth yourself and then at the judge.
- c. Why do we do this? The method is used to determine the age of the animal.
- d. Kneel again when you're done.

## **7. GUIDELINES FOR GROUP SHOW:**

1. In a group there are 3 participants. Arrange yourselves from big to small or vice versa.
2. The middle person (caller) gives the signs.
3. Judges look for uniformity and good cooperation.
4. The sheep used in group show must also suit the children and preferably be from the same herd.
5. Make sure - the trousers, belts and boots are the same. Make sure you have enough time to sort out your boots. Tuck in your shirts and if girls have their elastics in they should be the same.
6. The middle show man lit the group's number on the front of his chest. ENTER THE RING:
7. Enter the ring as with show man - move without cutting corners clockwise in the ring. Your left hand under the sheep's neck and your right hand on the back of the sheep's tail (pit).
8. Look straight up at the judge as you move around to the right. Keep the spaces between the sheep equal and if one of the sheep stands, the other two show men also stand with their animals until the show man standing is ready to walk on.
9. The "caller" now gives the signal and you then move on until you stand in your designated place.

### **STAND RIGHT BEFORE COMMANDS BEGIN:**

10. First fix the sheep's legs and your own feet. Also, do it uniformly. On the "caller's" command, go straight down, straighten the front legs first. You do this by picking up the sheep with your right hand behind the sheep's left front leg with your hand on the sheep's sternum. Not on the neck. Then straighten the hind legs by stepping and kneel nimbly at the "caller's" command with precision and speed,
11. When you feel satisfied with the sheep's feet, make sure that your left hand is under the sheep's jaw, and keep your right hand lightly behind the sheep's head and your fingers (thumb behind the left ear, 3 middle fingers pointing forward and the little finger behind the right ear) . Your right arm horizontal with sheep's back in a kneeling position.
12. Maintain eye contact with the judge and listen to the judge/ring guide's instructions.
13. Listen to the "caller's" orders. Concentrate. If the other two's sheep's legs are not right, they must also give a sign that they want to correct something. You have to work out the sign yourself.

### **TURNING MOVES:**

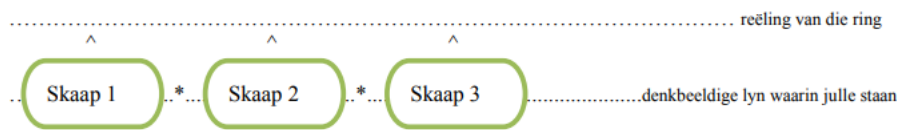
14. You are now going to turn the sheep - front, side and back. In all cases you must stay in your place and not move forward, backward or sideways out of your line.

15. Now it is very important that you also keep the spaces between you correct. FIGURE 5,
16. Concentrate that your hands stay in the same place behind the head and concentrate on your feet.
17. It helps a lot if you are fit, because if you don't keep up with the twisting movements you will throw off the group's rhythm and a judge will notice it very quickly.

### DISPLAY IN A GROUP

1. When you show the sheep, the performers remain in the same order as they stood when they entered the ring. Move the sheep towards the judges without pushing the animals onto the judge.
2. You must raise your arms and show the sheep without whistling or clapping.
3. If the judges move left or right, you move in the opposite direction. Stay in your order.
4. Try to get the sheep away from the other animals and show men in the ring. Now stay focused and don't lose eye contact with your animal or the judge. It is very important that you try to keep and display the animals together as a group.
5. When the judge stands, you also stand and lower your arms. Maintain eye contact with the judge and the sheep.
6. Don't come between the judge and the sheep.
7. On the command "catch", you must bring the sheep to the nearest corner. Do not "ghost" the sheep now because if one breaks away now the show men must release their sheep and first bring the sheep back to the group and then bring it back to a corner and then at the caller's command bend down and catch it.
8. Catch the sheep by the left hind leg with your right hand. Remember you always catch crossed. Catch the sheep above the heel. Everyone catches his own sheep.
9. You can catch the sheep by the neck, but then everyone has to do it equally and the same.
10. When you have successfully caught the animals, you move around the ring to the right in your original order. Keep your spaces and keep eye contact with the judge.
11. When you get to your place, fix the sheep's legs. First front legs then hind legs of the sheep, as well as your own feet and spaces and kneeling. Listen to the "caller's" orders and concentrate.

**FIGUUR 5:** GROEP SPASIES EN PLEKKE



- *Maak seker dat julle dieselfde gemaklike afstand (gemerk ^), met julle skape van die reëling van die ring afstaan.*
- *Maak seker dat die spasies (gemerk \*), tussen julle drie dieselfde bly as julle staan en draai.*
- *Moenie met die 2de stel vinnige draai bewegings konsentrasie verloor nie.*
- *Moenie tydens julle draai bewegings aan die reëling raak nie.*

## **OPENING OF THE MOUTH IN A GROUP SHOW:**

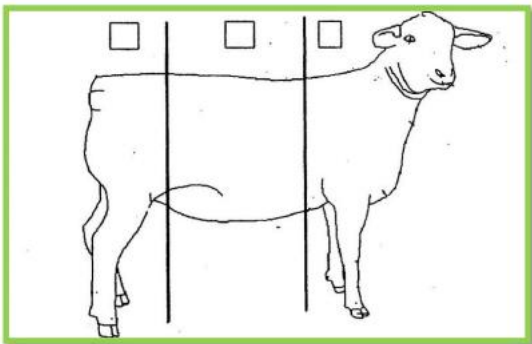
**When you open the mouths, you do it at the same time.**

- Stand up to open the mouth
- Use the thumbs and index fingers of your left hands to lift the lips away from each other.
- Turn your sheep's heads towards the judge
- Pull the upper and lower lips away from each other
- First look in the mouth yourself and then look up at the judge
- Kneel again when the mouth has been opened.

## **8. GENERAL ADVICE FOR THE SHOWMAN:**

- Cleanliness is very, very important for your marks 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 that you not only participate on your own, but with an animal; an animal that is your instrument to success.
- Your animal's needs come before your own.
- Look like you're enjoying it and be calm, then your animal will be calm too.
- Know what breed type of sheep you are showing.
- It is always wise to do a bit of research about your breed in question, because if the judge asks you a breed-related question - you can answer him.
- Read magazines regarding agriculture and livestock to broaden your general knowledge.
- Remember when your ewe goes into heat it lasts a few days. She will then be a bit nervous and not actually allow you to touch her bottom or tail.
- When you "borrow/share" an animal with someone - you help unload, upload, take care of the animal and if you have a hard time, you don't blame it on the animal. You are judged not the sheep. Most importantly - say "thank you".
- Support each other if you are part of a team, work together on cleanliness and animal care.
- Enjoy the Youth Show. You get to know other show men and youth show friends are an incredible asset for you. Your childhood friend is your competition because he/she keeps you on your toes. Your youth show friend is also your support and teammate during championships. Be proud of the Youth Show because it makes you very special. Remember that one day you may be treading deep tracks in our Agricultural community. Thanks for your hard work!

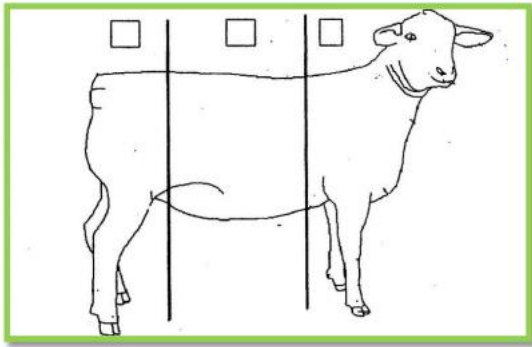
**MUTTON SHEEP: WASHING PROCESS - basic evaluation table for show men**



<b>Mutton sheep wash method:</b>	<b>Point 0</b>	<b>Point 1</b>	<b>NOTES</b>	
1. animal firmly / short tied				
2. large bucket full of water				
3. lower chin/ chin/ lower lip				
4. inside mouth / upper lip				
5. nose/ nasal bridge/ eye sockets				
6. eyes/ inner and outer ears				
7. horn bases				
8. Legs – Left front and back				
Right front and back				
9. under tail				
10. hooves and claws				
Left front and back				
Right front and back				
11. Back and sides				
12. Belly				
13. cleanliness of showman				
14. time used, boots cleaned				
15. manure / swept up / packed away				
			<b>TOTAL:</b>	<b>/15</b>

**MUTTON SHEEP PREPARATION PROCESS – basic evaluation table**





Mutton Sheep preparation method:	Point 0	Point 1	NOTES	
1. animal firmly, tied short / real tools unpacked				
<b>Small scissors:</b>				
2. hair on chin and around mouth trimmed				
3. inside and outside around ridges				
4. Horing basisse				
5. clip the tail				
6. clip Left Front to Left Rear claws open				
7. clip Right front to Right back claws open				
8. clip Left front to Left hind hair around the hoof clip Right front to Right hind hair around the hoof				
9. oil the claws and hooves Left front to back and Right front to back without oil on the hair				
10. technique / cleanliness / time used				
11. manure and swept away				
			<b>TOTAL:</b>	<b>/15</b>

**Enjoy the show! and remember .....**

**"Ask a lot of yourself and expect little of others,  
then you will not be disappointed so often "  
(Confucius)**

