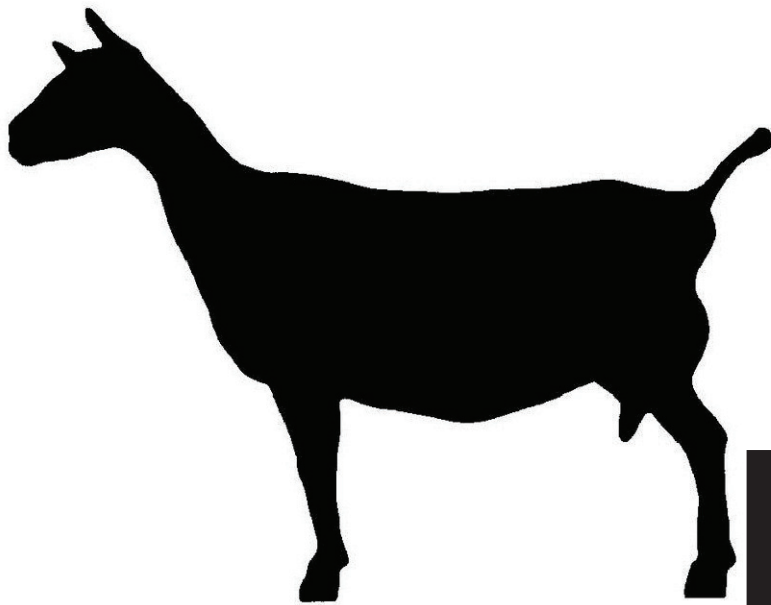
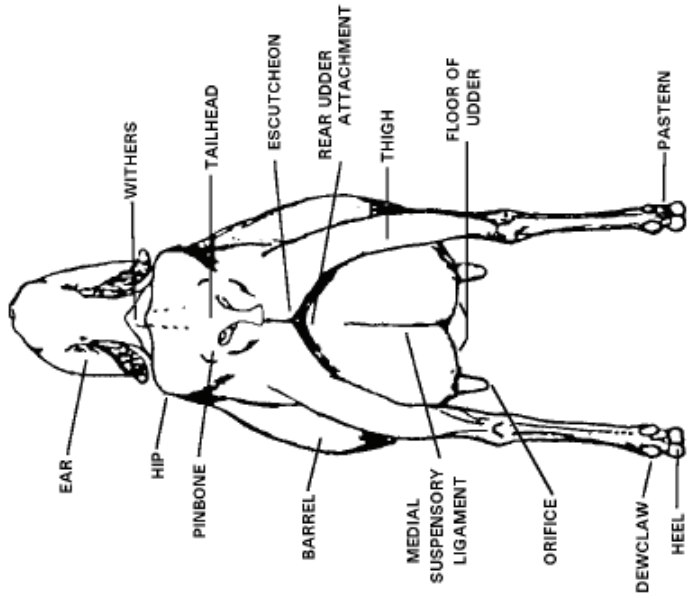
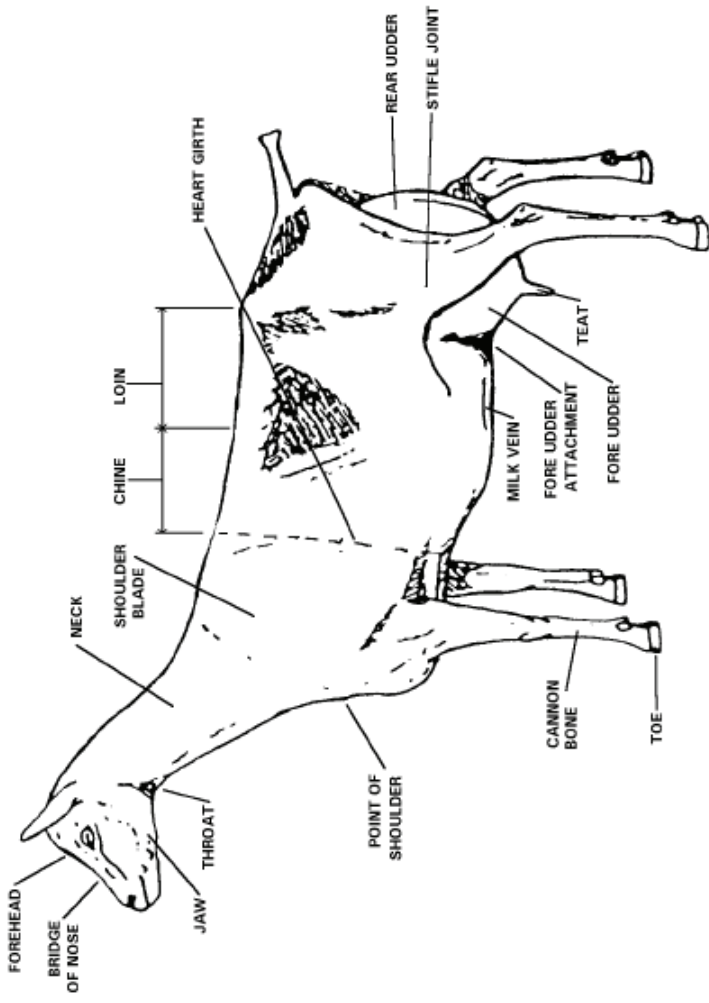


Dairy Goat Showmanship

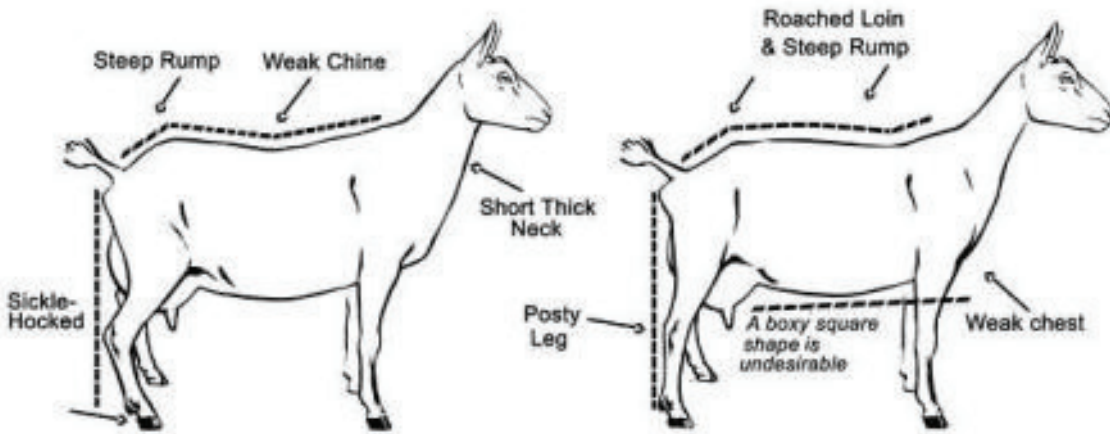
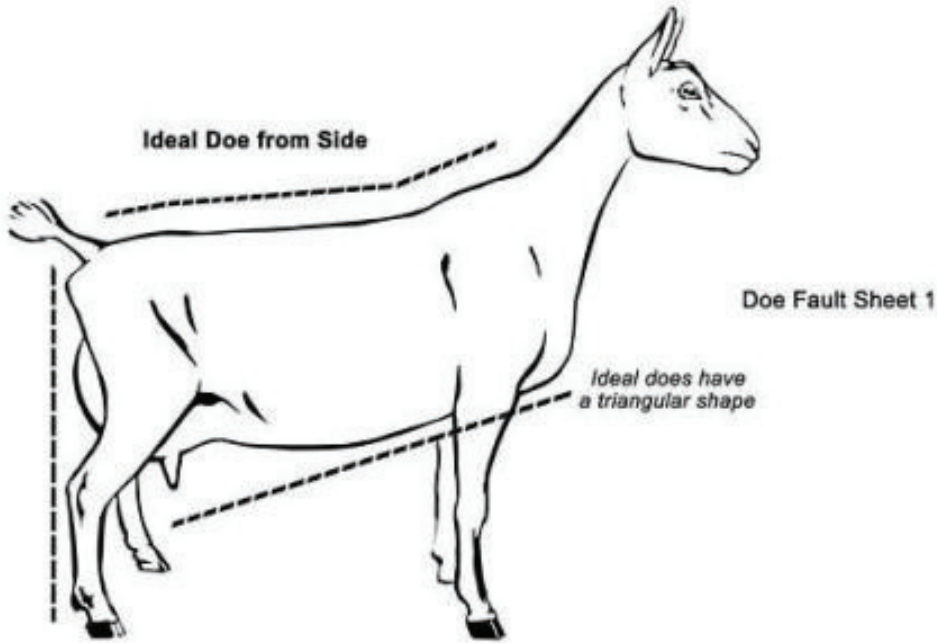


Coweta County 4-H
August, 2022

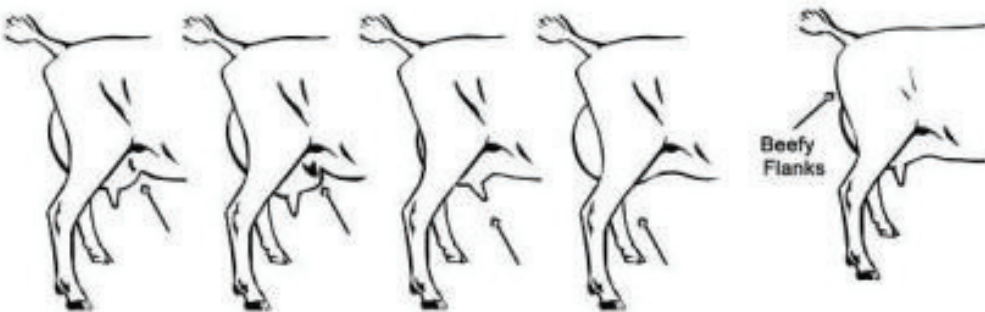
Parts of a Dairy Goat

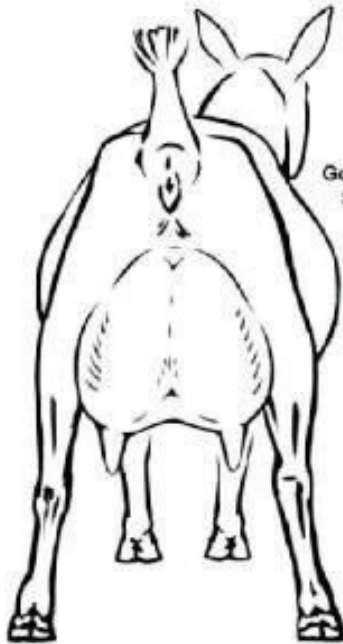


Ideal Dairy Goat

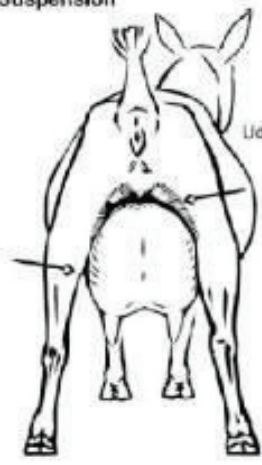


udder faults:
 moderate shelf weakwith pocket to forward to far back

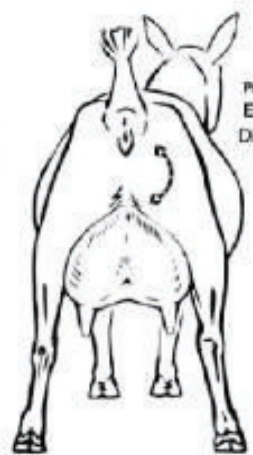




Ideal Doe from rear
 Plumb Teats
 High Round Escutcheon
 Good Rear & Side Attachments
 Strong Medial Suspension

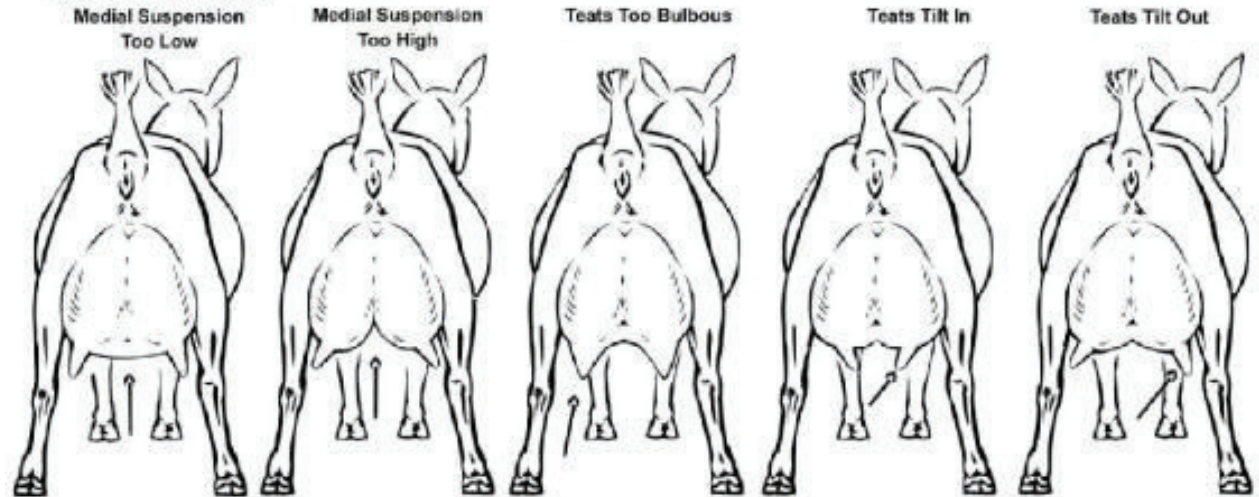


PROBLEM
Weak Attachments
 Udder attaches further under doe and has poor side attachments



PROBLEM
Escutcheon To Low
 Distance from Escutcheon to Vulva too long

PROBLEMS WITH LOWER UDDER



Medial Suspension Too Low

Medial Suspension Too High

Teats Too Bulbous

Teats Tilt In

Teats Tilt Out

Dairy Goat Showmanship

Dairy goat showmanship is similar to Market 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 (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.



Figure 1. 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.



Figure 2. 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.



Figure 3. 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.



Figure 4. 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. When a judge asks a showman to move to another location, take the most direct path available. 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.

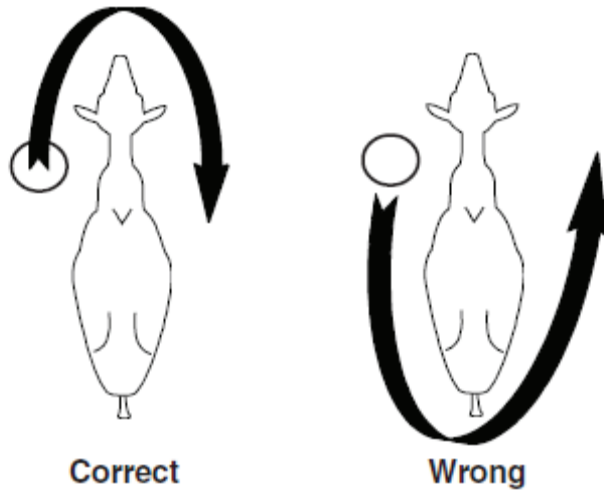
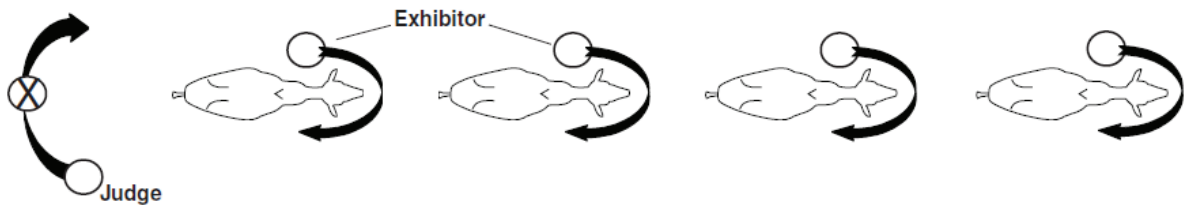


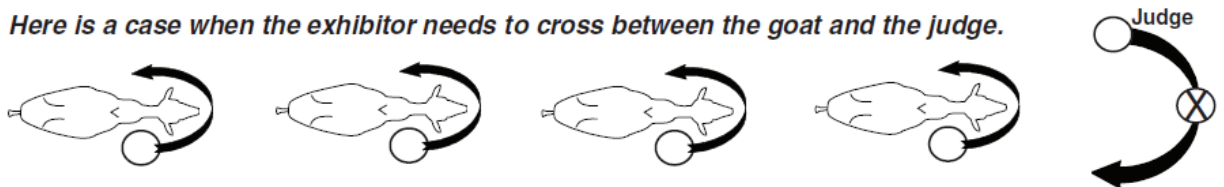
Figure 5. Proper way to move around animal.

Cross in the front, never in the rear

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.



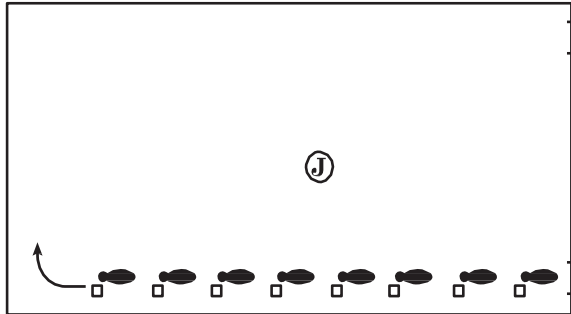


Figure 6.1. Animals entering the show ring on a profile. Notice the animal is always between the showman and judge.

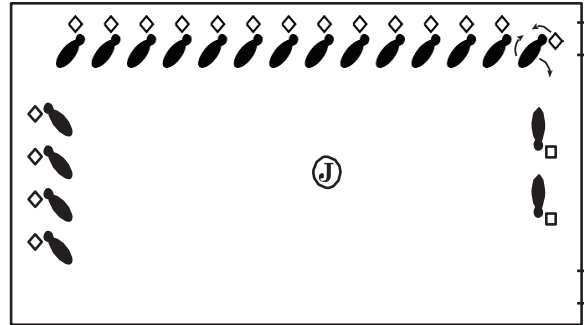


Figure 6.4. All animals begin to move to a profile or side-view. Move to the animal's left side, push their front end away from you, and follow the goat in front of you.

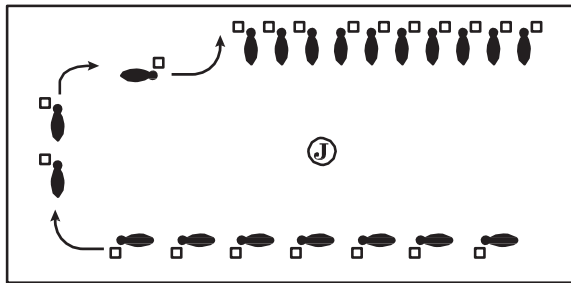


Figure 6.2. Animals entering the show ring and line up on a rear-view. Notice the position of the judge and showman.

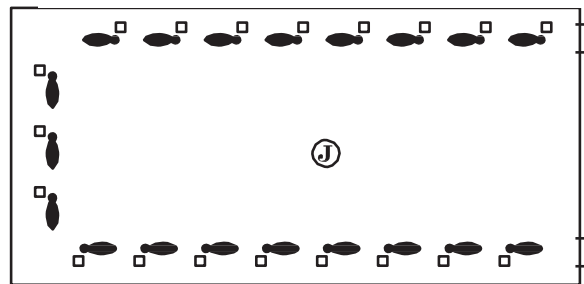


Figure 6.5. All animals lined up on a profile or side-view.

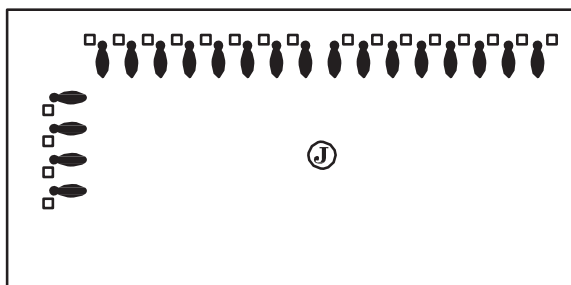


Figure 6.3. All animals lined up on a rear-view.

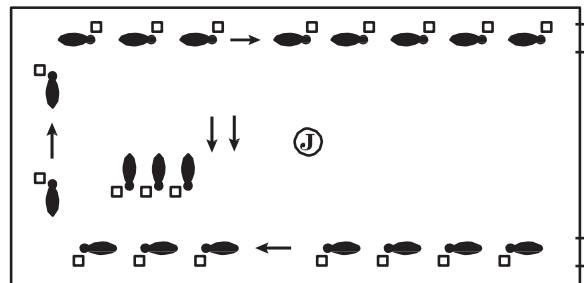


Figure 6.6. As animals move out of line to another location, move animals forward to fill gaps.

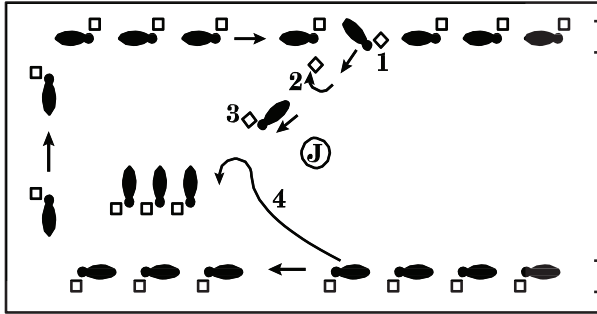


Figure 6.7. Showman 1 (top) 1) Push the goat out of line, 2) move around the front of the goat to change sides, and 3) proceed to the designated location.

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

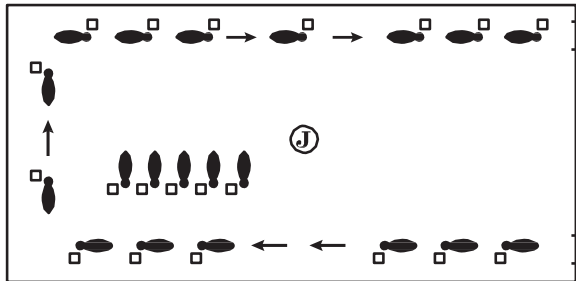


Figure 6.8. Completed moves from Diagram 7. Arrows show the need to fill gaps that have been left by the goats in the middle.

