FROM THE FARM TO THE RING



Making a Rope Halter



1. Start with at least 12' - 15' of ½" nylon roper. Take a torch and melt both ends. Using an old glove, twist the melted ends for a smooth finish.



2. Measure off 15"-20" from one end; this is the noseband.



3. Spread the rope at this 15"-20" measurement, passing the long piece throught it.



4. Form a loop a little larger than the ½" rope, so that the rope slides back and forth easily.



5. Open the braid next to the loop; bring the short end through the braid.



6. Twist the short piece of rope to form 3 loops. Remember, the noseband will be a different length depending on the size of the animal.



7. Twist the rope at the end of the short piece to form 3 loops.



8. Bring the long piece through the 3 loops.



9. Continue pulling the long piece through the 3 loops...



10. ...forming a halter.

Remember, if the noseband is long enough to start with, you can always change the size of the halter by adjusting it 4"-5" for calves versus 6"-8" for mature animals.

Washing and Blowing Out Animals


1.


2.


3.


4.

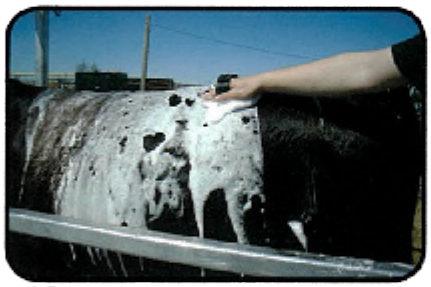

5.


6.


7.


8.


9.


10.


11.


12.


13.


14.


15.


16.


17.


18.

Start by blowing the dirt from your animal in a forward motion. Using a high-pressure nozzle, rinse the dirt from the animal. Using a gently shampoo or soap, scrub the animal's hair in a down and forward motion. Be sure to rinse the animal thoroughly to remove all soap. After washing, comb the hair forward. Hold the blower nozzle so the air lifts the water from next to the skin while leaving the hair flat. Always blow in one directioin, from the front to the back of the animal. Always start at the top of your animal and work your way down.

Clipping and Show Preparation

Blowing Out Your Animal



1.



2.



3.

Blow dirt from the animal. Always blow hair forward towards the head of the animal.



4. Along top of animal blow hair forward.



5. Pull up tail hairs.



6. Showing the direction of the hair on the animal's neck.

Clipping the Head



7.



8.



9.



10. Clip the brisket tight to the animal.

Clip all the hair on the face and head, leaving the hair on the poll.

Clipping the Topline



11.



12.



13.



14.

Clip the topline straight, from the tail head to the shoulder.

Clipping the Tail and the Tail Head



15.



16.



17.



18.

Start from the twist of the tail (the midway point of the tail) and clip upwards towards the tail head.



19.



20.



21.

Clip the tail head so that it blends with the topline.

Clipping the Guard Hairs



22.



23.



24.



25.

Clip off the guard hairs; it helps to shape the animal. NOT TOO TIGHT!

Clipping the Legs



26. Clip the leg hair.



27. Be sure to clip inside and all around the leg as required.



28. Blow your animal off after clipping, in a forward motion to make sure you have all the hair right.



29. The finished product!

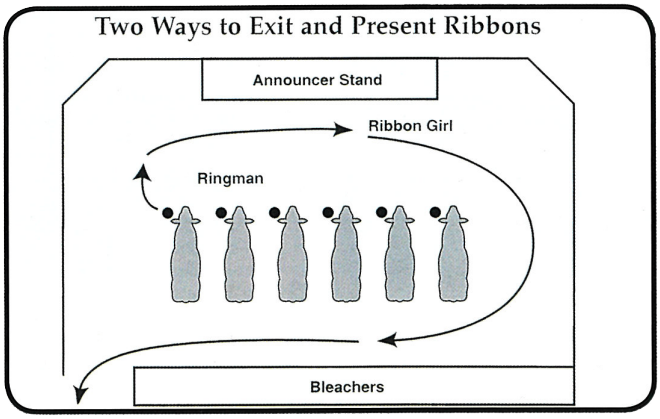
Showing Procedures

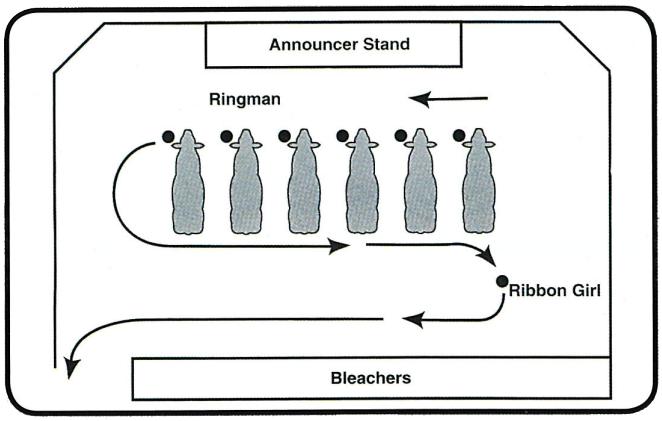
EQUIPMENT AND ITS USE

- Show Stick - length should be so that you can comfortably reach the back feet with the stick while standing at the head. Hold it in the left hand (while leading) with the point end backward (about 3/4 of the stick behind your hand).
- Halter - a clean and suitable show halter with complete lead and chin strap about four feet long. Right hand held 12" to 18" from the animal's head hanging straight down. The right hand is used to hold the animal's head up. The left hand is carried comfortably between the waist and shoulder. Distance between the hands is about 18".
- Comb - scotch or flat comb, and if using a scotch comb, the teeth should be pointed towards the show person's body in the right-hand back pocket.

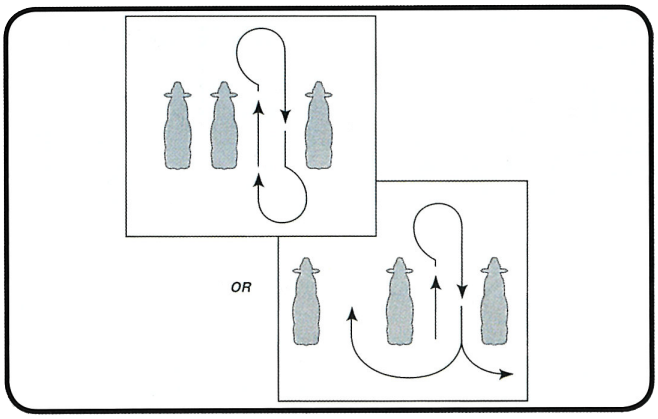
SHOWING PROCEDURES

- Dress - clean, neat and tidy. Clubs should have their own distinctive colours or dress standards.
- Show person, while leading, walk at the left side of the animal's head, so the Judge can have a full front view of the animal.
- Halter shank should always be tight so the show person can feel all movements of the animal.
- Show person should know the location of the Judge and Ringmaster. Always be aware of the Judge. Be attentive and respond immediately to directions given by the Ringmaster during the show.





- When directed to stop, switch the stick to the right hand and shank to the left, letting the shank hang down.
- Set the animal's legs square under all four corners.
- Keep the animal's head up and alert, and find some place along the underline to scratch gently with the stick. DO NOT content the animal by using the chain on the halter shank.
- Apply pressure on the halter shank to move the feet forward or back. The feet of the show person along with the show stick are quite often used.
- Show person should stand approximately 12" away from the animal, facing it at a 45-degree angle from the animal's head.
- When the Judge approaches, drop the point of the stick to the ground, smile and step back slightly, "giving" the animal to the Judge. Do not change the position of the animal's feet.
- Leave the animal's head pointed straight ahead.
- After the Judge has handled the animal and proceeded to the next animal, comb the hair back in place ONLY when the Judge has put his hands on it. Put the comb in your back pocket or in a belt holder.
- Keep watching the Judge and continue using the show stick to keep the animal content.
- To line animals up - respond promptly when directed by the Judge or Ringman to line animals up. Leave at least 3 feet between animals to use your show stick.
- When directed to change positions, do so by leading the animal forward, and turning clockwise (to the right). Keep the animal between you and the Judge. Come back through the hole, turning right again back into position or where directed to the new position.



- Show person and ring person should keep the line as straight as possible.
- Never stop showing until you're out of the ring and don't pose for pictures while showing in the ring. You still have a chance to win showmanship regardless of where your animal places.
- After the Judge has completed placings, stay alert and continue showing, watch for the Ringmaster's signals to parade from the ring and show until you are out of the ring.
- Courtesy and good sportsmanship is a virtue!

Always be Aware of the Judge



1. Always position yourself properly to the judge. Never stand between the judge and your animal.



2. Always be aware of the judge, showing the animal to the judge at all times.



3. Do not show your stress or frustration and keep calm while showing.



4. Always comb your animal after the judge has touched them.



5. Always maintain a pleasant appearance.



6. Don't forget your comb before entering the ring.

When entering the ring, make eye contact with the judge. Be aware of the animals in front of you, leaving space between you and the animal in front of you. When showing your animal, watch the judge and the ring man. Set your animal up properly, without disturbing fellow competitors, then watch for the judge. Continue scratching your animal with your show stick. After the judge has assessed your animal and moved onto the next competitor, proceed to comb and fix your animal's hair and feet positioning if needed. Always keep your animal's head alert. Keep calm and have fun.

Showmanship Means More Than Winning

FUNCTIONS OF SHOWS

It's competition that breeds good cattle. If you stay at home long enough, pretty soon old Betsy looks pretty good. The shows are one place where you get to see how your cattle stack up with others, standing side-by-side. It's difficult to compare when you look at one herd, drive for a few hours and see another. At the show you see cattle all in the same environment and it gives you a good chance to compare.

For this reason, breeders should bring out cattle that are representative of their herd. Those cattle are what is going to establish your image to fellow breeders and to the crowd.

The show provides an opportunity for cattlemen of all breeds to get together. Breeders and herdsmen should be open minded to get out and meet other breeders, so they can exchange help on show day. Offer to help a breeder of another breed on their day so they will come back and help you on yours. This is the way it's done all over and it's one of the finest things show people do when they're getting settled in. They may arrange help for two or three shows ahead. Don't feel shy about lacking the expertise as there is always work to be done. Watch to see how things are done, and you'll learn. They will appreciate your interest, and you'll gradually learn. You may not be showing his of her Grand Champion right off, but there is work for everybody.

Breeders should sell themselves to other breeders, not just talk about their cattle!

The aspect of shows most commonly considered is promotion for the beef industry, and for you and your breed of cattle. Many people (many of them city people) walk through the barns, and for this reason the stalls and alleys should be clean and neat. Nothing turns people off quicker than a dirty, messy alley. They just won't walk down there, and you've lost your exposure. If the signs are hanging crooked, the cattle and stalls are a mess, and the alley's dirty, it's a reflection on you and your operation. People begin to wonder what your cattle are like. The overall impression is what sells cattle; if it's good the will want more of it.

The show itself can do its part, too. The ring can be dressed up with some trees or flowers to give a natural display and a pleasant atmoshpere - so dress up the announcer's stand, a prominent display for the trophies and give thought to spectator comfort.

THE SHOW JUDGE

The selection of the Judge is something that deserves a lot of attention. They should be directly involved in the breeding of cattle and knowledgeable of the present-day breeding trends, and chosen with some thought according to the function. Beef cattle are beef cattle regardless of breed, and there's nothing wrong with having a breeder of another breed judge your show, providing they are aware of the breed characteristics and trends. In fact, if they are a good cattleperson and a good Judge, they will do a better job because they are less likely to "judge halters", not knowing the politics of the business.

Before the show the Judge should be consulted as to the procedures they want to follow, and should be acquainted with any set down by the show. The Judge should find out the show time, number of classes, number in each class, and the time allotted to the show.

To hold the crowd's interest, it is essential the cattle move in a manner the crowd can follow. A fast-moving, decisive Judge is always popular with the crowd.

After the show, it's only a matter of good sportsmanship for breeders not to criticize the Judge about the placings. The Judge has kindly given his/her time and knowledge.

ROLE OF THE ANNOUNCER

The Announcer is there to hold the show together and to take up the lulls between classes. The Announcer should inform the crowd about what is going on and give some background on the show, the breed and the people who have put it all together. For that reason the Announcer must be knowledgeable about the cattle, people and pedigrees. It helps, too, if someone can assist in finding out who's in the crowd that should be announced.



Give introductions to the news media people, Association representatives and directors, and any visitor from other countries, or anyone who has come a long way to be at the show.

Give a good introduction for the Judge several times. The Judge is not doing it for personal benefit, but is working hard for the show and the breeders.

Announce plainly and clearly the class placings, as the exhibitors pick up the ribbons, or are on their way out of the ring. Effective announcing is to keep up with the cattle as they pass; it's difficult, and calls for cooperation between the Ringmaster, Announcer, and the Show person.

There should be no mention of who owns what animal before the class is judged, but the class winners and placings deserve more publicity than they often receive.

Give good coverage to the trophy donors - they too often get little publicity for the money they spend for their sponsorship.

While waiting for the next class to come in, it's a good idea to run over the previous placings for those marking their show books, by going down the placings such as number one placed fourth, number two placed sixth, etc.

In choosing an Announcer, the person should have a clear, distinct voice and be at ease behind the mic. They should also be in control, be there early to get organized and should be the one ensuring to get the show started on time. The Announcer should be checking with the barn boss and show directors to see that it does get rolling on schedule.

THE RINGMASTER

The Ringmaster is the liaison between the Exhibitors and the Judge - handling the show when things are happening in the ring. The Announcer should introduce the Ringmaster before the first class. It's up to the Ringmaster to check with the Judge as to the procedure to follow and where the animals should be set up. After that every class should be handled the same.

It's up to the Ringmaster to maintain control and mobility of the show and to hold the interest of the crowd. Keep the lines straight and the circles big. The Ringmaster must be firm with the Exhibitors but give them assistance in moving cattle. Exhibitors should help the Ringmaster by entering the ring in the proper order, knowing their numbers and the ages of the cattle.

THE CLERK

The Clerk is expected to keep accurage, concise records, but they're also responsible to see that the records, ribbons, and trophies are looked after. It helps if the show can provide results in triplicate to get the results out to the Announcer and to the news media immediately.

The most important thing for the Clerk to do after recording the placings is to get the signature of the Judge on the class sheet.

EXHIBITORS

Competition is good; it's part of the business but keep it in a sportsman-like manner. Be the first to shake the winner's hand, right in the ring. Be the first to shake the winner's hand, right in the ring, and when the Judge comes back into the barn (and many do like to come back), don't criticize the Judge if your animal was placed lower than you thought it should be.

Your clothes should be clean and neat but simple, so it doesn't distract from the animal. It's the animal on show, not you, so your attire should be neither too flashy nor too messy.

Pay attention and follow the Ringmaster's instructions. You should be interested in three things - the Judge, your animal, and the Ringmaster. Always be aware of the Judge - he's the only person that can get you where you're trying to go.

When the Judge is looking at your animal, don't be fussing around; stand back and don't get in the way.

The Showperson needs to be collected and ready to go before getting into the ring. Your entrance in the ring is important. Walk fast and as freely as you can - keep a good distance behind the preceding animal to give you room to do this. The Judge will see the cattle as they enter the ring and it's the first impression of your animal that counts with the Judge.

Some Do's and Don'ts for the Showperson

- **DO** be prompt into the ring when classes are ready - this is essential. If the show is set for 10:00am be there early.
- **DON'T** be impatient; patience is a virtue, no matter how unmannerly your animal behaves or how low you place, don't take your frustratioins out on it. A show stick is for placing the feet and it shouldn't be used for a thumping stick. A halter shank is a lead, not a strap.
- **DO** show an obedient animal. An unruly or unmannerly animal is poor advertising, and it does you more harm than good. The Judge and the Ringmaster have the right to excuse you, but you should excuse yourself before you disrupt the show to the extent.
- **DON'T** leave the ring before your turn, regardless of how low you place, and leave it in an orderly fashion following the same course taken by the other.
- **DON'T** leave the class ribbons on the halters when coming back for the champion class.
- **DO** put the ribbon in your show-humber harness or pocket but don't hold up the show doing it.
- **DO** be courteous. This is contagious. If the animal in front of you is slow or balky, help them along rather than pass.
- **DO** show your goodwill and sportsmanship by conratulating your fellow showperson on their placings, regardless of how you showed.

Good Luck & Good Showing!!!!

Halter Placement



Too High



Correct



Too Low

When you fit the halter, have the noseband equal distance from the eye to the muzzle. Make sure the lead rope can slide easily under the muzzle, so when the animal pulls back the lead rope doesn't stay tight.

Proper Showing of Your Animal



Do not have your animal's head too low.



Correct way to hold your animal.



Do not hold your animal's head too high.



Keep hold of the halter at all times. Have control of your animal.



Don't walk ahead of your animal. Always have control and show off your animal.



Correct way to display your animal.

Photographing Animals

Do's



Preparation and patience save time and makes for excellent photos.

- Know the type of photo before setting out - horizontal or vertical, single, multiple "lens" could be important. For a group shot use a wide-angle lens.
- Use extreme "CAUTION" when entering a new environment; movement or pressure, even a sudden step the wrong way may set the animals on the move. Remember, the manner in which you enter the pen will determine the results you get. Let the animals get accustomed to you.
- Work the cattle. Slow cautious movements may save time in the long run. Make the animals think it's their idea of where they're going.
- Make a list of animals to be photographed. Knowing and sorting the animals to be photographed a day prior will save you time.
- When you must take photos on your own, have some kind of attention getter, like rocks or a rattle. If you are fortunate to have someone with you, let them know when you want them to get the animal's attention.
- Study the profile of the subject. What is the best angle (lower, middle, or higher can give a different impression). Remember, all animals are not the same in size and structure - some may need more leg, volume, etc.
- Where is the sun? Do you need a Bash? If you are shooting toward the sun, you will need a Bash to avoid shadows. No Bash is needed if the sun is directly overhead or on your back.
- It takes patience when photographing animals, so allow yourself the time to do it correctly.
- Try to have a clean and scenic background. Power poles, watering bowls, machinery, trucks and other cattle are distractions in the photo.
- Clipping, washing, and haltering is very important. Take the time to prepare the animal.
- Set up the animal with the front feet slightly higher than the back feet. Keep the topline straight, and the animal natural. After setting up the animal, stand back and evaluate if it's the best set up for your photo.

Hiring a Professional Photographer:

- Know the time and date she/he is to arrive.
- Have a clean photo area.
- Have a scenic background if possible.
- Ensure the cattle are familiar with the area.
- Eliminate any wild animals.
- Know the types of photos you need.
- Wash and have the animals clean.
- Set time aside to assist in any way to get a better photo.
- Make sure the animals have been fed, so they're not spending their time eating.

Don'ts



- Don't put the animals in the photo pen just prior to photographing. If you have a clean photo area, make sure the animals are familiar with their surroundings.
- Eliminate any animals which are not to be photographed. They may interupt your session. How many times have we heard the saying "why is this darn animal still in this pen?". There is nothing more aggravating and fruitless than to have an animal disrupting our program while you're trying to photograph.
- Remember, never keep or show a photo that doesn't do justice to your subject. The first impression is the most lasting.

Photography is a job in itself. Don't let it inerfere with any other jobs or vise versa. Remember, for excellent photos you must have TIME AND PATIENCE to get that one great shot.

Feeding Guidelines for Show Animals

Well, it's show time and a desired feeling of satisfaction of a job well done with your 4-H project is hopefully the biggest prize of the day. In the following article, our goal will be to touch on some basic principle suggestions of feeding your project animal.

To begin, let's start with the "End in Mind Target", which is the thought process of feeding your animal to the desired growth, size, condition, and structure by a certain date in your project. Most importantly, this process of planned feeding will enable you to start and keep your animal on feed, and fresh by making slight adjustments early in the feeding program. "End in Mind Target", generally speaking, is a regimented program that will achieve desired results if fed for 90-150 days, depending on the genetic makeup of your animal.

Housing and handling of your animal will have an impact on how your animal will perform, remembering that bovines are herd instinct animals, thus needing contact with other herd mates to be comfortable. A good practice is to be feeding/handling more than one animal in your barn/show area to encourage appetite and competition for feed on a daily basis.

Putting the components of your feeding program together will involve determining the available roughage, grain, and supplement sources you have to work with, and then calculating how much feed your animal may consume on a daily basis. A typical rule of thumb for calculating how much feed your animal may consume on a daily basis is +/- 2.5% if its body weight on a dry matter basis. This diet balance recipe will consist of roughage and grains.

Making your feed ingredient selections will be the next most important step in feeding your animal. Since ruminants require adequate roughage in the diet to function and remain healthy, this is a good place to start. Many grower/finisher diets can be made up of various roughage that are on the farm and available for use, such as dry hay, wrapped baleage, corn silage, grainleage, and haylage. Reconsideration of which roughage source is used needs to be taken once the show protocol starts; good to medium quality dry hay that is palatable is generally considered the best option for your project animal. The reason for this is that dry hay is consistent and easy to handle for travel to shows, while providing the ultimate roughage scratch for health. Quality of the hay should be determined by nutrient appraisal of colour, smell, no dust or mold, and palatability to your animal. Consumption of the hay will vary according to the type of animal you are feeding, ranging from as much at 1.5% of bodyweight for your growing ration, to as low as 0.3-.05% in a market animal finishing ration.

The energy component of the diet will need to be balanced with grains and supplements that are more energy dense than forages alone; however, because of their energy densities and low fiber levels, grains need to be fed in a controlled manner in your animal's diet to avoid digestion upset. Main grain sources such as corn, barley, and oats can be the portioned base of a grain ration when balanced into a complete feed fed at 1-1.5% of bodyweight in a grower/replacement animal diet, or up to 2-2.25% of bodyweight in a market animal finishing diet. For desirable consumption and digestion, grains should be coarse rolled or steam flaked to fracture the hard outer shell of the kernel to expose the starch for energy digestion. Hammering or grinding grains into fine particles should be avoided, as this is undesirable for feed palatabitlity/acceptance, as the rate of starch digestion is increased rapidy making the occcurrence of digestive upsets a greater risk.

Putting it all together, use forage as a roughage source to maintain rumen health and function, build a grain ration to balance the total diet protein at 12-14% with grains and commercial supplements that are forified to meet your animals' requirements. Your feed supplier can be a valuable resource in developing a feeding program that maximizes your animal's genetic potential. Commercial supplements are designed to be used to fortify the diet's requirements of adequate protein, fiber, energy, minerals, and vitamins. Other ingredients such as beet pulp or cottonseed hulls can be used to supplement the diet in providing a good, healthy fiber/energy source which will assist with rumen fill, spring of the ribs, and add depth of body to the animal. Molasses as a palatability enhancer and feed conditioner will help encourage intake, however must be fed in moderation as the high sugar content must not be overused. Corn should be limited to a maximum of 60% of the diet as a general rule, to help reduce hair burn and feed intake fluctuations. Barley or wheat are fast digesting starch sources, so limit these grains to a maximum of 25-30% of the diet for the same reasons as corn. The final but most important nutrient is a good, clean source of water, which should be available at all times.

In closing, the "End in Mind Target" can be of great value in a successful feeding prgram for your animal. Start with the basic rules of thumb by weighing your grain ration, determine a starting point of 1% of the bodyweight for your animal, and progressively present feed on a consistent daily basis, making any increases/decreases in ration amounts gradual so the animal can adjust to those changes without digestive upset. Encourage appetite by exercise, frequent handling, and show conditioning well in advance throughout the feeding period, and avoid having to play "catch-up".

Ask lots of questions of your 4-H leaders, seedstock, feed suppliers, and experienced stock people, and most importantly - enjoy the experience!

How to Tattoo an Animal

Tattoo letters are a unique combination of three (3) or four (4) letters allotted to a person by the National Breed Association for that person's exclusive use in identifying, tattooing, and registering animals with their Association.

All animals must be identified with an ear tattoo in order to be eligible for registration in the Canadian Simmental Assocation herd books as follows:

- All calves born in Canada must be identified by an ear tatoo before the animal is six (6) months of age
- All imported animals must be identified by an ear tattoo using the Canadian owner's tattoo letters, or such other letters, as may be required the the Assocation
- An ear tattoo is a unique combination of tattoo letters, followed by a number of up to 4 digits to identify the animal, followed by a year letter
- The first number in a tattoo cannot be a zero (0)
- No two (2) animals, regardless of sex, may have the same ear tattoo within a 22-year cycle of the year letters
- The letters I, O, Q, and V are not used

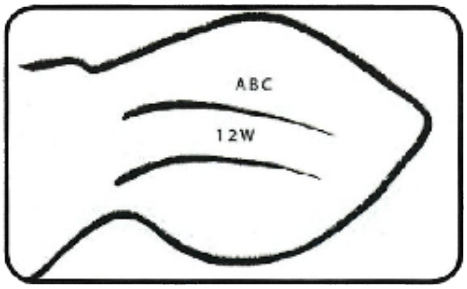




Table of Tattoo Letters			
Letter	Years	Letter	Years
A	1991/2013	M	2002/2024
B	1992/2014	N	2003/2025
C	1993/2015	P	2004/2026
D	1994/2016	R	2005/2027
E	1995/2017	S	2006/2028
F	1996/2018	T	2007/2029
G	1997/2019	U	2008/2030
H	1998/2020	W	2009/2031
J	1999/2021	X	2010/2032
K	2000/2022	Y	2011/2033
L	2001/2023	Z	2012/2034

Hints on Successful Tattooing

- As proper identification of animals is the basis for the purebred industry, this is the most important factor a breeder should consider. Animals can be turned away for shows, sales, and for export purposes because of improper, indistinct, or just plain erroneous tattoos. Placing a tattoo on an animal should be a simple matter, but seems to cause many breeders problems, mainly because not enough care is taken at the time the tattoo is applied. Read these tips over, inspect your cattles' tattoos when you have a moment, evauate your present technique, and see if you can improve on your own tattooing method.
- Tools of the Trade: tattoo pliers, a small brush (a toothbrush works well) for rubbing paste into the tattoo letters, a rag for cleaning the ear, alcohol as a solvent to wet the rag with to remove wax, and a tube of paste ink. Don't store the tattoo letters in a pile at the bottom of a container, as the points can become bent or dull. Clean, sharp, straight needles make for good tattoos.
- When applying the tattoo, select a spot between the ribs, well into the ear, and well away from the hairy edges. Press firmly and release, pressing the ear away from the pliers if necessary to avoid tearing the skin. Note that if the punctures made are indistinct or ripped, leave it to heal for a week and try again. Avoid hitting a rib, as this causes excess bleeding, and will result in one side of the puncture being too shallow, and the other side too deep, making for a poor tattoo. It is extremely important to thoroughly clean the dirt and wax from the ear.
- Apply the ink to the ear. There are many types of inks, but paste is recommended. Colours vary, but green works best.
- Don't put the paste directly on the tattoo needles. Work the paste into the punctures with the brush. If any blood appears, apply more paste and rub it in until it stops. If the tattoo is a good one, the excess ink may be removed immediately, but usually it is left on to help minimize bleeding.
- Don't place tattoos in the hairy edges. Remember, when doing calves, place the tattoo well into the ear. As the calf grows, the hairy edge works into the ear.
- A good tattoo, well into the ear, away from the hairy outer edges, and plainly visible is the desired result. Place the breeder letters in the top, running between the first and second ribs.
- The use of a flashlight speeds up the reading of tattoos, but well placed, distinct tattoos should require no aid to read them. Don't confuse 6's and 9's. Once you've placed the tattoos in the pliers, check on a piece of cardboard before placing in the ear.



Advertising

When you cannot effectively meet enough people one-on-one, then you must use additional help. This is why you ADVERTISE.

Purpose of Marketing

- To express yourself, ideas, and your product quickly and easily to a large existing customer base
- To attract new potential customers that you didn't know were interested

Five Key Elements

WHO - are your potential customers
WHAT - do you want to sell or promote
WHEN - are you going to be selling, or when can they buy
WHERE - are you selling or where is the event
WHY - should they be interested in your product or event

Design and Layout

- Direct and to the point
- A picture says a thousand words - use appropriate images
- Clear, readable fonts
- Contact information
- Dates



Daily Products

Some requirements before you go on the road:

- Know the show or sale date, time, place, and entry fees
- Papered cattle - registration papers are required; bring copies of papers
- Make sure cattle are clearly tattooed and tagged
- Know health requirements, if any
- Bulls have nose rings
- Train cattle to lead and setup
- Check for lice, ringworm, warts, etc.
- Bring advertisements of show or sale cattle
- Photos of animal's parentage

Stall setup - some of the basics:

- Straw, wood chips, hay, and feed
- Stall dividers and fans
- Water hose, pitchfork, shovel, broom, banner or sign, stall cards, back drop, wire, pliers, hammer, nails, water pails, rubber mats, and feed tubs

Washing and fitting supplies

- Wash pail, soap, scrub brushes, blower, trimming chute, clippers, comb, fitting supplies, hair glue, fogger, neck and stall halters

Showring supplies:

- Show harness and show cards
- Nose leads for bulls
- Leather show halters
- Show stick and comb

General supplies

- Medicine for bloat, infections, and pneumonia
- Thermometer
- Show box, display, and chairs

Info assisted from
The Simmental Country Magazine

All flyers donated by
RK Animal Supplies for youth programs



1. Different types of adhesives and sheens used on show day



2. Variable speed clippers for clipping body of animals



3. Clippers used for finishing clipping of animal



4. Comb



5. Clipping chute



6. Fogger



7. Blower

Show Equipment Checklist:

- Blower
- Blocking Chute
- Turbo Fan
- Fork
- Shovel
- Broom
- Extra Rope Halter
- Extra Neck Tie
- Water Bucket
- Feed Pan
- Clippers
- Blades
- S/S Smart Comb
- S/S Smart Fluffer
- Smart Sensation Brush
- Show Halter
- Scissors
- Extension Cord
- Show Stick
- Water Hose
- Tail Clamp
- Shampoo
- Sullivan's Tail Adhesive
- Sullivan's Styling Mousse
- Sullivan's Final Bloom
- Sullivan's Flare
- Sullivan's Revive
- Sullivan's Game Changer
- RK Pure Remove It
- Touch-Up Colours
- Show FresH20

EDUCATIONAL FLYERS AVAILABLE AT RK

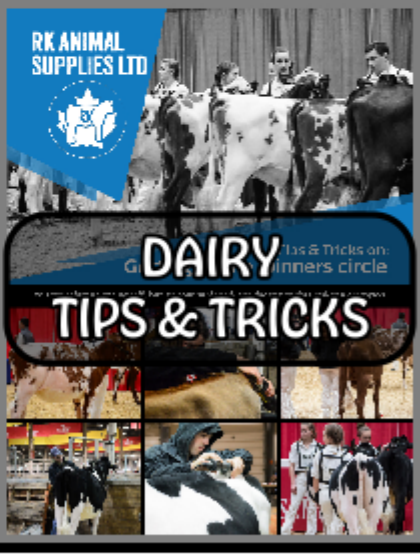












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