

MORRINSVILLE CHILDREN'S LIVESTOCK GROUP DAY 2022

Eligibility to Enter Group Day

Please note that ALL students entering Group Day must have received a ribbon placing 1st—6th from their own schools Livestock Day. Group Day sections are:

Calves: *Dairy or Beef*

Lambs

Kids

Entries

All entries must go through your own school. Forms are sent home with children. Please return with payment to the school office by the indicated date.

Beginner Leaders: Are for 5 and 6 years olds only entering a calf for the first time, and is to help them settle their nerves. They will also be entered in the main leading programme.

Teams of Three: This team event is run after Dairy Type for calves and Leading for lambs and goats. Schools may only enter teams of three from their school, with two teams in each section being:

Sections are: Calves - Lambs - Goats - Mixed (any mix of 3 animals).

Judges are looking for leading technique, uniformity, pace, etc.
Children will be advised of their teams via school.

Male Animals

Individual schools have their own ruling with regards to male animals entering their Livestock Days. For Group Day we have the following ruling, and we ask that you are aware of this to avoid any disappointed children:

- Ram Lambs can be entered
- Buck goats or crypt orchids can be entered
- Bull calves: of any breed can **only be entered** in the Beef section castrated or not

NAIT Tags

Calves must have a NAIT tag. If an animal is not tagged then the Secretary School, Chief Steward or Steward has the right to turn the animal away.

Collars

For Lambs and Goats there are no choker/chain collars to be used.

Sharing Animals

You **may not share and show animals** between children at **any** Livestock Day or Group Day. If your animal is placed at your schools Livestock Day, then that must be the animal that is shown at Morrinsville Group Day.

If it is found that you are showing a different animal, or sharing an animal on the day, this may result in instant disqualification.

Animal Birth Dates

Each school have their own dates to suit their individual Livestock Day requirements.

When entering Group Day the dates to follow for early and late are as follows:

Calves: Dairy Beef	Early	1st July	-	20th July
	Late	21st July	-	1st September
Lambs & Goats:	Early	1st July	-	31st July
	Late	1st August	-	1st September

Childs Age

Just a reminder that when entering please ensure that the child's age is as at the date of Group Day, just in case the odd child has a birthday after your Livestock Day - Senior = 9+yrs Junior = 5-8 yrs

Order of Events:

Calves:	Leading	Lambs and Goats:	Most Obvious Pet
	Dairy Type / Beef		Leading
	Teams of 3		Rearing
	Lunch		Teams of 3
	Rearing		Prize Giving
	Prize Giving		Lunch

Leading for Calves and Lambs Please see examples under animal category.

Just clarifying that children and animals for both the **Calves and Lambs Leading** circuit must do a stop mid-way along back of the ring. They then restart walking which is then followed by a **clockwise loop around** the peg in the top left hand corner of the ring.

Lambs and Goats Most Obvious Pet Circuit Please see examples under animal category.

Children's Judging Trophy awarded Takes place during lunch break.

An opportunity for the children to have a go at **being a judge**. This is done as an individual, with an entry form included in your programme or available from the Secretary tent. Three calves will be tethered in an obvious place and available for children to "give it a go". A bit of fun - good luck.

On the Day

Registration: Starts from **9.00am** with info packs and entry numbers to be collected from registration tent

First Event: **9.45am** with Beginners Leading Calves
- 5 & 6 yr olds that haven't attended a Group Day before
10.00am all main events commence

Points System: Each school runs their own personalised points system, with the Group Day Committee using the following system:

1st Place	10 points	Champion	2 points
2nd Place	8 points	Reserve Champion	1 point
3rd Place	6 points		
4th Place	4 points		
5th Place	2 points		
6th Place	1 point		

Prize Giving's: Lambs and Goats prize giving will take place after the Teams of 3 event.
Calf prize giving will take place at the conclusion of Rearing.

Catering: Food will be available for purchase.

CALVES - Leading

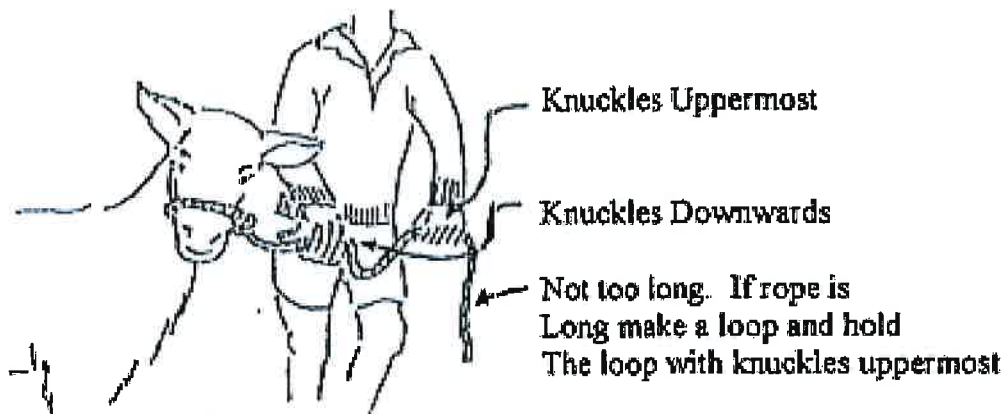
All calves must have a halter. Most farm trading stores or Vets sell halters and leads. You may want to erect a simple ring (See figure below), put in pegs and mark the course to practice. A little practice daily is the best idea.

The calf is lead anticlockwise around the following course:

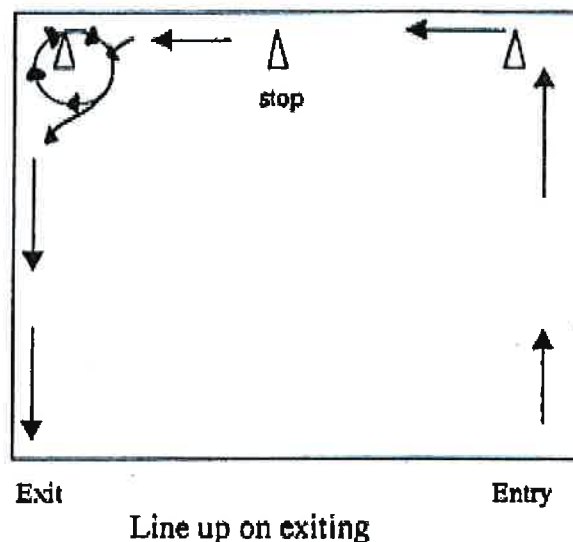
Have the calf on your right side. Hold the lead approximately 10-20cm away from the calf's head with the right hand fingers upwards. Allow for a loop between the hands, and with the left hand hold the rope, fingers facing down.

The following actions will be penalised:

1. Releasing the right hand grip upon the rope at any time.
2. Touching the calf with the hand at any time during the competition.
3. Hitting the calf with anything.
4. Jerking on the collar.
5. Stopping except as required by the judge, or when the calf wishes to relieve itself.



RINK SIZE: 20m×20m



LAMBS and GOATS - Most Obvious Pet

You should try to get your lamb/goat when it is a few days old and start looking after it from then on. Whenever possible, allow your child to feed it, as it will only become really friendly to the child if the child is feeding it.

To train it to call, stand with a bottle of milk and call your lamb from a distance by name. When it comes, give it a gentle pat and feed it.

At all times be careful not to tease or frighten your lamb/goat, as it will only be trusting and affectionate if you are kind to it. Try and make some time each day for your child to play with your lamb/goat, so they both get to know each other well.

By Livestock Day the lamb/goat should be so friendly it will follow your child everywhere, coming when called, whether they have a bottle in their hand or not.

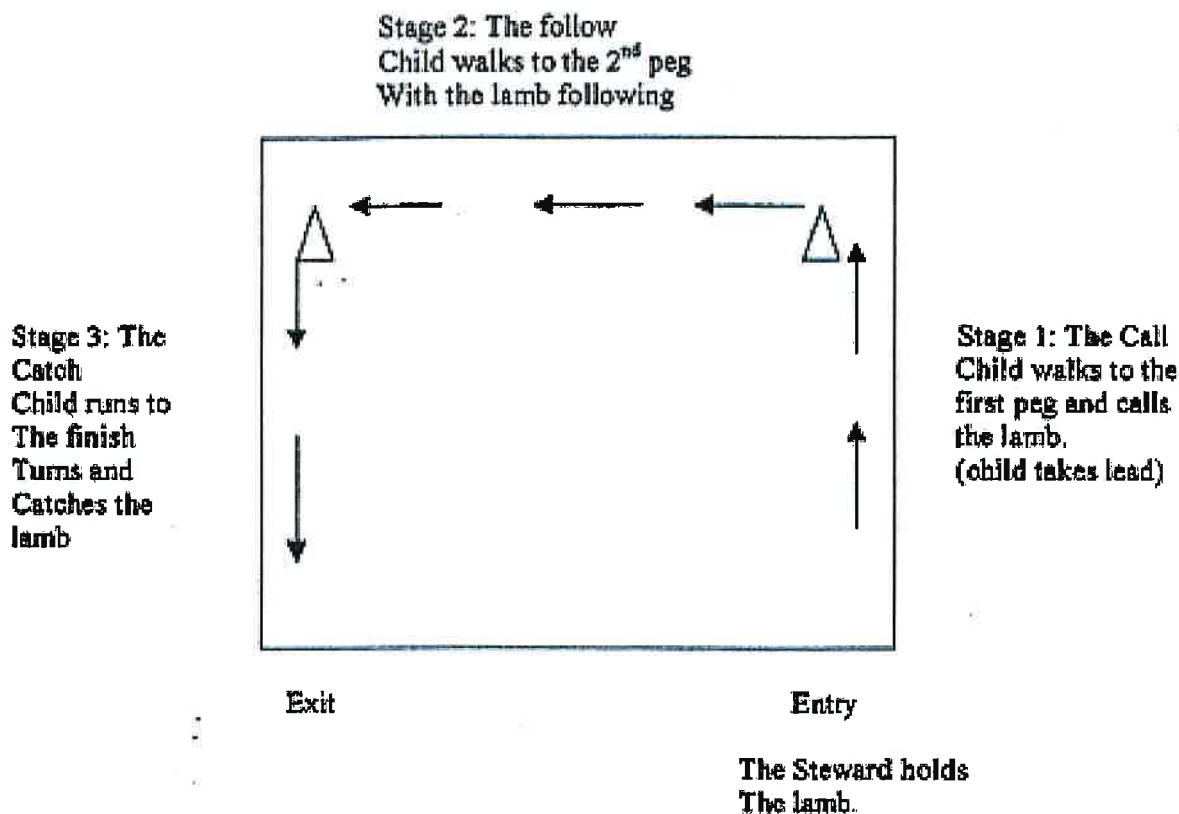
Before Livestock Day you make want to practice these 3 main stages:

Stage 1: Get someone to hold your lamb/goat, stand 5m away from it and call it.

Stage 2: Walk along with your lamb/goat following behind. Be careful not to walk too fast for it.

Stage 3: Run along with your lamb/goat running behind. After running 5m stop and catch your lamb/goat. Practice catching it quietly. Remember the judge will be watching as it helps him to know whether your lamb/ goat is friendly or just hungry.

RINK SIZE: 12mx12m



LAMBS - Leading

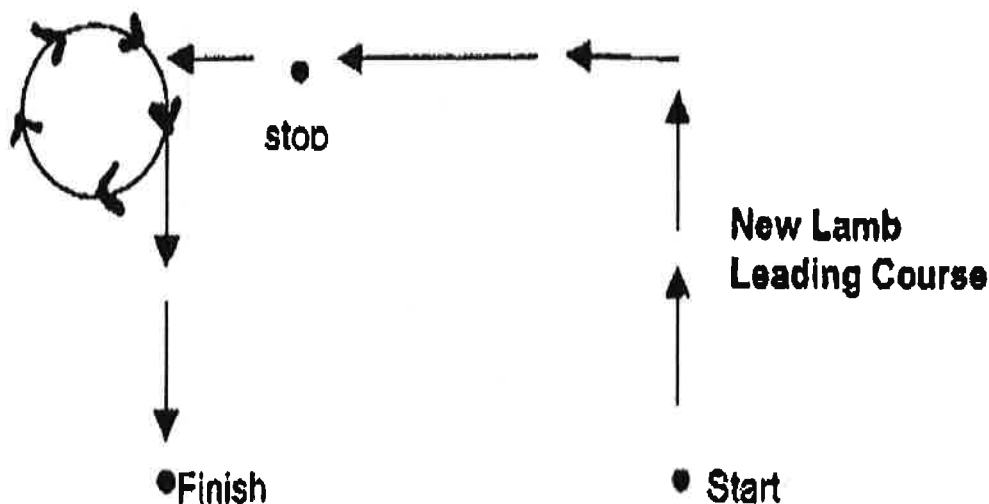
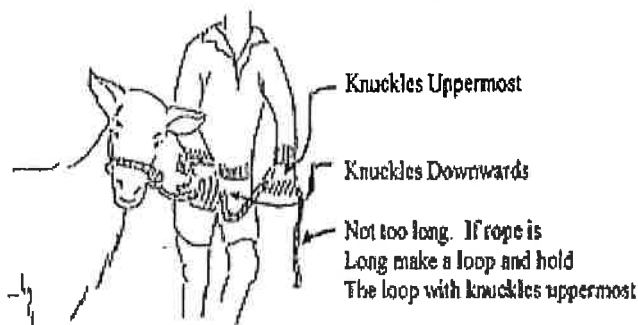
The child should become familiar with what is expected in the ring. This event is to assess the coordination and cooperation of the child and lamb. The lamb is led anti-clockwise around a square. The child leads the lamb around the outside of the pegs, stopping halfway to count to three. The child should lead with the lamb in the child's right.

General Guidelines:

- Walk at the speed your lamb usually walks.
- Keep to a straight line
- The lambs front legs should be in line with the child's legs.
- The lead should not be too tight or too loose. You should be able to steer the lamb by moving the hand to one side or another.
- The right hand should grip the rope, palm upwards.
- The left hand should grip the rope, knuckles upwards, leaving a loop of slack rope between the hands.
- There should remain 30 to 45cm of tail end rope hanging free from the left hand. No loops or trailing ends.
- All control should be exercised by the right hand on the lead.
- Always stand upright and be proud of yourself and the lamb.

The following actions will be penalised:

- Releasing the right hand grip on the rope at any time.
- Touching the lamb with the hand during the competition
- Hitting the lamb with anything
- Jerking the collar
- Stopping except required by the judge



GOATS - Leading

This event is quite different from that done in the lamb ring and comprises of 4 movements.

1. Walk with the kid on lead
2. Jumping rails - three with the maximum height of 30cm, (could be any material).
3. Stepping Stones - three to five cut tree rounds to allow the kid to jump from one to the other.
4. Walk the plank - one end of the plank fixed, with the other free.

Nb. Child MUST NOT walk over obstacles. You must keep to the inside of the arena. These activities can be taught in the same manner as 'Most Obvious Pet'.

General Guidelines:

- Walk at the speed your kid usually walks
- Keep to a straight line
- The kid's front legs should be in line with the child's legs
- The lead should not be too tight or too loose. You should be able to steer the kid by moving the hand to one side or another.
- The right hand should grip the rope, palm upwards.
- The left hand should grip the rope, knuckles upwards, leaving a loop of slack rope between the hands.
- There should remain 30 to 45cm of tail end rope hanging free from the left hand. No loops or trailing ends.
- All control should be exercised by the right hand on the lead.
- Always stand upright and be proud of yourself and the kid.
- The child must not walk over the obstacles.

The following actions will be penalised:

- Releasing the right hand grip on the rope at any time.
- Touching the kid with the hand during the competition
- Hitting the kid with anything
- Jerking the collar
- Stopping except required by the judge
- Child stepping over obstacles

