PERRY CO FAIR - PACK GOAT GUIDELINES

Dairy/Meat Breeds   **Pygmy**

Under 1 year of age	pack, obstacles	Under 1 year of age	pack, obstacles
Over 1 year- Under 2 years	min. weight in pack, obstacles	Over 1 year-Under 2 years	min. weight in pack, obstacles
Over 2 years-Under 3 years	10 lbs, obstacles	Over 2 years-Under 3 years	5 lbs, obstacles
Over 3 years-Under 4 years	20 lbs, obstacles	Over 3 years-Under 4 years	10 lbs, obstacles
Over 4 years and up	30 lbs, obstacles	Over 4 years and up	15 lbs, obstacles

Appearance of Animal

- Condition: general healthy appearance, neither too fat nor too thin.
- Hair: clean and properly groomed. It can be shorn or not.
- Hooves: trimmed and shaped to enable animal to walk and stand naturally.
- Cleanliness: clean body from stains as much as possible, with special attention to clean legs, feet, tail area, nose, and ears.

Appearance of Exhibitor

- Exhibitor should wear a nice shirt, pants or knee-length (or longer) skirts, and shoes/boots {no t-shirts, cut off shirts, sleeveless shirts, tank tops, shorts, capris, ripped jeans, or open-toe shoes}

1st year Requirements

Leading: For the first year your goat will not be required to wear a pack for this class. This is just showing that your goat is accustomed to a pack and is in the beginning stages of becoming an experienced packer. He will be expected to lead willingly with either a halter or collar and a lead strap. The goat should not have to be pulled around the ring but should walk calmly and willingly by your side. This is an important thing to teach your animal. On the trail a stubborn animal will not only be a waste of your time but can also be dangerous and will make your packing experiences unpleasant.

Go and Stop commands: The goat must also know the commands go and stop. You should not have to pull on the lead to get the goat to go forward or to make him stop. He should know the commands. This can come in very handy if you don't have a lead on your goat while you are hiking. By teaching him these basic commands you can make your goat move and stop when you aren't beside him or can't get to him.

Tarp: The tarp is used to teach the animal to walk on unfamiliar items. It is very important that your goat will lead anywhere you ask him to while on the trail. By teaching him to walk over a tarp it helps to "desensitize" the animal to walking on strange objects. Your goat should not plant his feet when asked to walk over the tarp, but should walk willingly.

Walk Over Logs: The goat and exhibitor walks over 4 logs. This is **t**o simulate trees that might have fallen across the hiking trail.

Circle: The goat and exhibitor enter the circle, pause, turn 360 degrees, pause and proceed.

Weave: The goat should follow lead through the weave cones with minimal interaction with the cones.

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Pick up foot: That last requirement for your first year is that your goat will stand quietly while he allows you to pick up his foot. You will stand inside of a marked circle with your goat to perform this step. The animal should stand still and shouldn't step out of the circle at any time while you are doing this. You may ask, "Why is this important for him to know?" Actually, it is more important than what you think. What happens if your goat begins to limp while you are on the trail? You probably are first going to assume that something is wrong with his foot. You don't want a goat that is moving around trying to get away while you attempt to examine his hoof. A goat that willingly allows you to handle him and remains quiet while you are doing it is a necessity while on the trail.
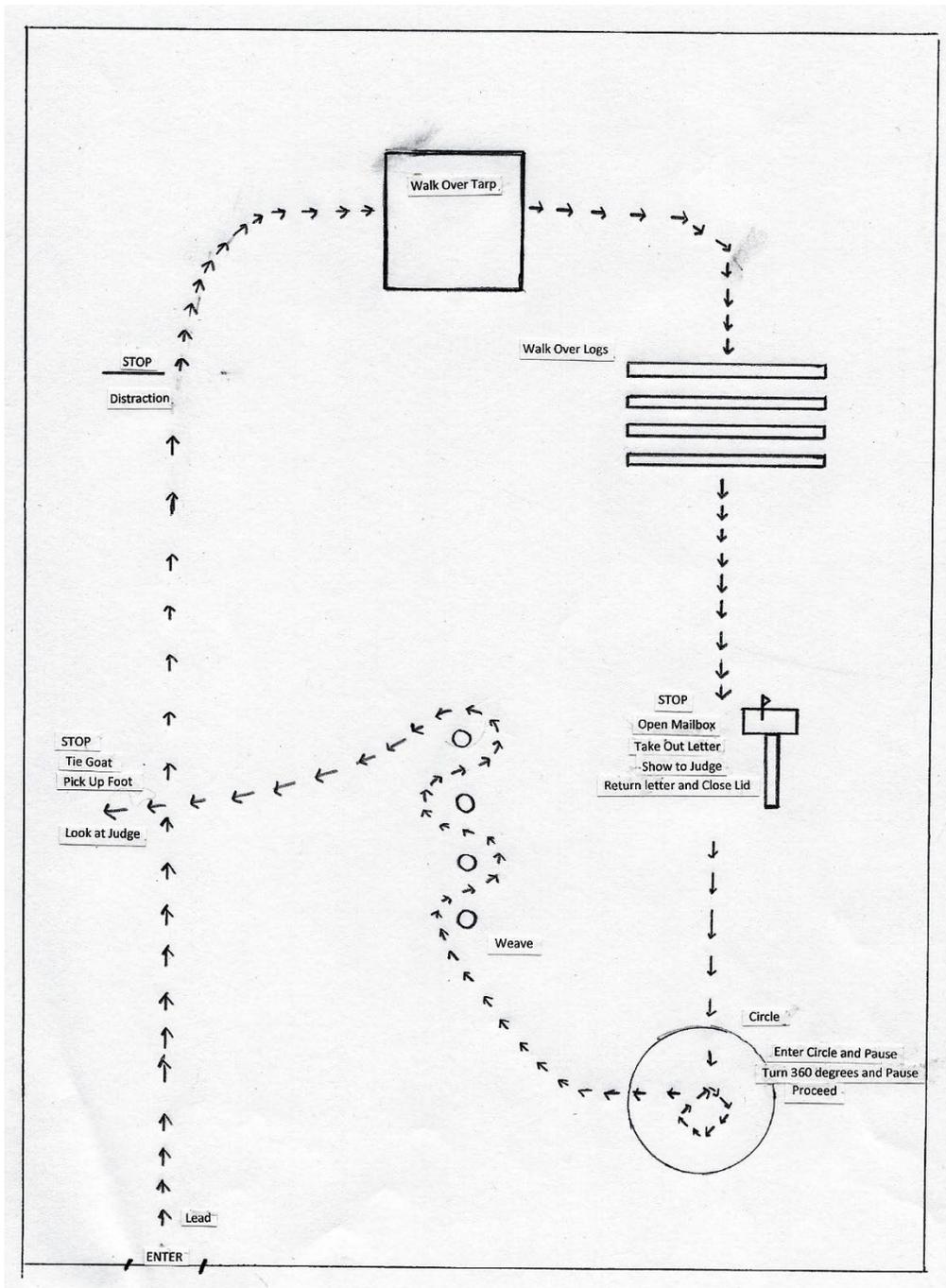
2nd Year Requirements

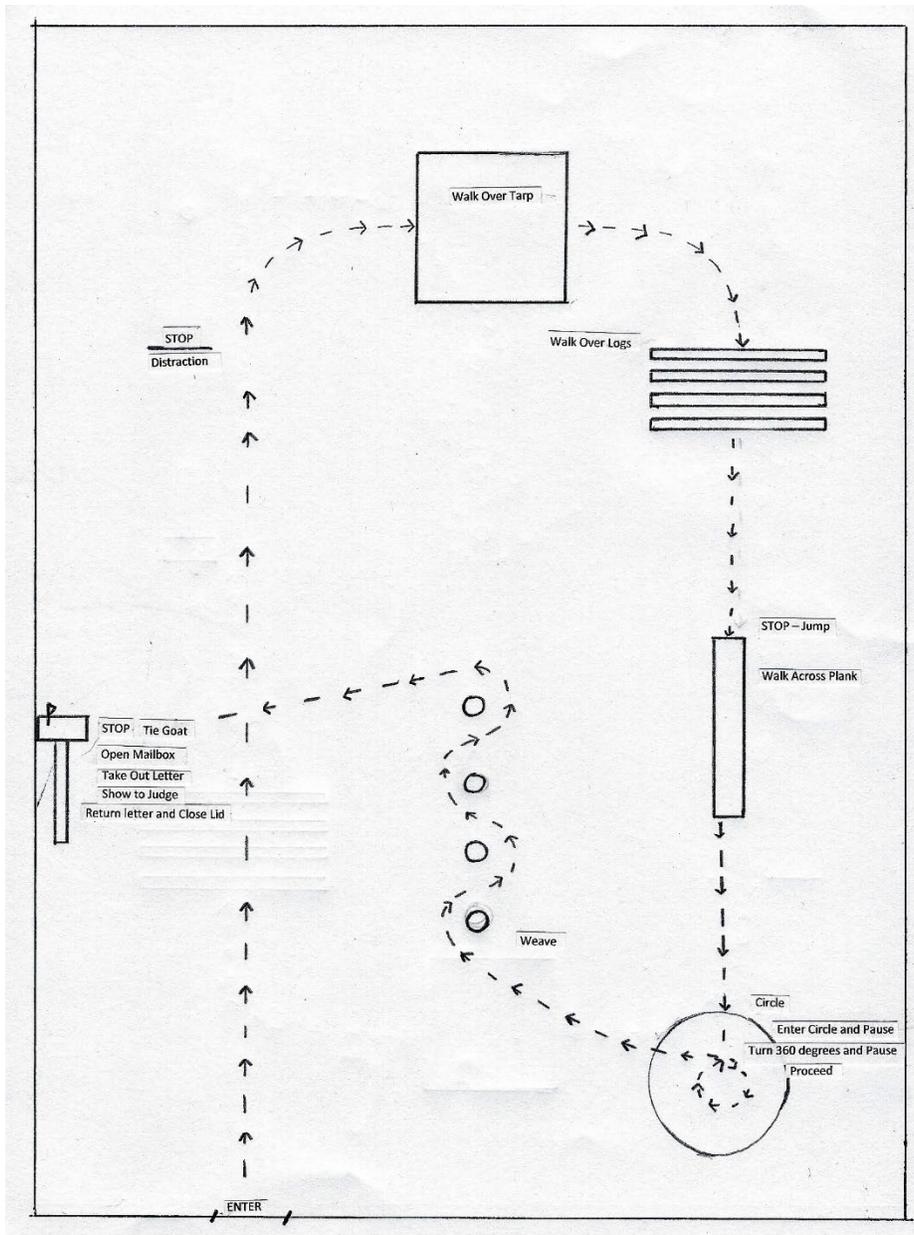Must do 1st year requirements as well as the following:

Wear pack saddle and panniers: This year your goat will be required to wear a day pack with minimal weight in them. (No other packing gear permitted.) We require only minmal weights this year for the fact that the goat is still young and growing.

Up/jump command: Your goat should know the up/jump command, as it will be used quite frequently on the trail. You can use whichever command you wish as long as your goat knows what he is being asked to do. We don't recommend using them interchangeably as it may confuse the animal. For the 4-H pack class your goat will need to know this command for both the ledge jump obstacle and the jumps. You are expected to give this command when you are performing an obstacle, which requires your animal to jump over or onto something.

Ledge jump: You will be required to jump your goat up onto a pallet that will be elevated by bricks. You will walk your goat over to that pallet and give the up/jump command. Whichever you prefer. Your goat should then jump up onto the pallet with no further urging from you. Make your goat stand there for a brief moment before asking him to jump off of the pallet and back to the ground. The ledge jump is used to simulate a goat jumping onto a ledge while in the wilderness or loading him into your vehicle for transporting. While hiking, being able to jump up onto a ledge can be a form of protection for your goat trying to escape a predator. It is natural for a goat to jump onto a ledge for protection and is something that even wild goats do. Because goats are by nature good jumpers, we don't think you should have too much trouble teaching your goat this maneuver.

Tie: For this you will 1) need to know how to tie a slip knot or some other knot that can be untied quickly in case of an emergency. 2) Your goat must stand still while you tie it and after you have finished. You will first walk your goat over to the post and tie him to it. Then you will walk all the way around your goat while he is still tied and back to the position where you started. Your goat should stand quietly the whole time you are walking around him. A goat absolutely must know how to stand still when he is tied. There will be many instances when you will have to tie your goat while out packing. Putting on and taking off that pack is just an example. A goat that will not stand still can be quite difficult to saddle. It is also a way of keeping your goat from wandering off. Teaching a goat to tie well is something that you will definitely benefit from.

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Course diagram labels:
- Walk Over Tarp
- STOP / Distraction
- Walk Over Logs
- STOP – Jump / Walk Across Plank
- STOP Tie Goat / Open Mailbox / Take Out Letter / Show to Judge / Return letter and Close Lid
- Weave
- Circle / Enter Circle and Pause / Turn 360 degrees and Pause / Proceed
- ENTER

3rd Year Requirements

Must do 1st - 2nd year requirements as well as the following:

Wear a pack saddle and the panniers with weight: Your goat will be required to wear a day pack with equally distributed weight. A mature goat can easily carry ¼ of their total body weight. Fully conditioned packers can reach up to 1/3 of their body weight. A large fully grown wether can easily carry 40-60 lbs of gear. Once again the pack is showing that your animal is accustomed to carrying something on its back, and by adding weight it is showing that your animal will carry a load willingly.

Back command: This year your goat will be required to know the back command. You will start by leading your goat to the back obstacle and turning him around so he is ready to back through the course. Begin by giving the back command. You should not have to pull forcefully on the lead to get your

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animal to back. Gentle backward tugs on the lead are permitted as you give that command. When you get to the turn, carefully continue backing your animal around that turn and through that rest of the obstacle. When you reach the end, give your goat a pat for a job well done and continue on the rest of the course. Teaching your goat to back is another one of the few commands that will be profitable to you on the trail. It can come in handy if you are confined to an area and the only way you can go is back! Be patient when teaching this command. It usually is one of the hardest to teach your pack goat, but with practice and time he'll get it.

Walk Backwards Through Cones:

Remove and replace pack: This obstacle will be performed along with the "tie" obstacle. First you will tie your goat to the post where the "tie" obstacle is done. Then you will walk around your animal and stop back in the position where you started. You have just performed the required "tie" step. Now you will perform the "remove and replace pack" step. For those of you who are using a pack saddle and panniers, start by removing just the panniers; do not remove the saddle. Walk to the other side of the goat and put the panniers back on your animal. For those of you that are using a day pack, remove the pack and walk to the other side of the goat and put it back on. If your day pack cinch is on only one side, then walk all the way around the goat before placing the pack on the goat and re-cinch it. It is probably very obvious why your goat should learn how to stand still while being saddled and unsaddled. If he didn't, you would have quite a hard time getting that saddle on him. It will be to your benefit to make sure your animal stands patiently.

4th Year Requirements

Must do 1st – 3rd year requirements as well as the following:

Wear pack with weight: Your goat will be required to wear a pack saddle and panniers or day pack with equally distributed weight in the panniers. Once again the pack is showing that your animal is accustomed to carrying something on its back, and by adding weight, it is showing that your animal will carry a load willingly.

Jumps: For the jumps; walk or trot your animal up to the obstacle and give the up or jump command. Once the goat has jumped over the obstacle, continue on with the rest of the course. You will have two jumps that your goat will have to master in the course. A goat that will jump on command is important when on the trail. A fallen tree or small ditches are obstacles that would usually hinder your progress on the trail; however, a goat that will jump these will save you time trying to find another route out around such obstacles.

Balance Beam:

 Water: Walking through water is one of the most important things that you can teach your goat to do. Most goats will try to jump small creeks and streams, as most do not like water. However, jumping will not work when you come to a river or other larger water source. Your goat is going to have to wade or swim through it, and you will not want to drag him the whole way. For the obstacle in the pack program you will not be required to swim any rivers. However, you will have to make your goat walk through a pool of water. A pool will be set up with a couple of inches of water in it. When you come to the pool, walk beside of it as your goat wades through the water.

A-Frame: Goats should walk right up, over, and down the A-frame. Deductions would be applied to goats that halt at the top (playing "king of the hill"), dismount by jumping off obstacle, approach or exit from sides.

5th Year Requirements

Must do 1st - 4th year requirement as well as the following:

Wear a pack saddle and panniers with weight: Your goat will be required to wear a pack saddle and panniers or a day pack with equally distributed weight in the panniers.

No lead: For the 5th year, you will have to go through the whole course without a lead rope on your goat. Walking without a lead and still having control over your animal is an absolute must while on the trail. You may leave the lead clipped to your goat's halter or collar but the end of it must be draped over the saddle and at no time while going through the course are you to use it to help guide your animal in any way.

Bridge: This obstacle you will simply walk your animal to the bridge and then walk over it. We put this into the course to not only show your goat will walk over a bridge if you ever come to one, but also that you animal is willing to follow you over any obstacle that you may encounter while on the trail. Teaching your goat to get used to different situations and obstacle will be a great help to you while packing.

6th Year Requirements

Must do 1st - 5th year requirement as well as the following:

Wear a pack saddle and panniers with weight: Your goat will be required to wear a pack saddle and panniers or a day pack with equally distributed weight in the panniers.

Teeter Totter: The teeter-totter is just another example of teaching your animal to walk over unstable ground. For this obstacle, simply walk your animal up and over the teeter-totter.

Advanced

Must do 1st-5th year requirement as well as the following:

Advanced Goat of 1 year and up may be used, but cannot be used in classes 2-6. This class is for advanced pack goats doing requirements of classes 1- 4. Advanced obstacles will be added and determined at the fair. Pack saddle and weight are required for the age of the goat.

Add a goat: This year you will be required to add a goat to your pack string. You will continue to use the previous goat and will do the same obstacle as before. The only difference is that you will have an extra goat tied to your saddle that will follow behind your other goat through the course. You will lead your original goat as in year 1-5 and again the course will be the same. Your "add-on" goat is to be tied to your other goat with another lead rope and should follow the lead goat willingly. Your lead goat should not have to pull your add-on goat through the course. Your add on goat can be any age. No packing gear is required on your add-on goat, but is allowed. Only your original goat must be wearing packing gear.

Questions

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Exhibitor can expect to be asked questions by the judge. Questions can cover a range of topics including general goat anatomy, health and diet, saddle and pack, fitting, and hiking and trail topics.

Obstacle Course Diagram

References:

Adapted from the Muskingum County 4-H Pack Goat Supplement

Adapted from Frederick County 4-H Packgoats

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