

# Packgoat Obstacle Scoring

1. APPEARANCE OF ANIMAL	POINTS	SUBTOTAL
<b>Condition:</b> general healthy appearance, neither too fat nor too thin.	5	
<b>Hair:</b> clean and properly groomed	5	
<b>Hooves:</b> trimmed and shaped to enable animal to walk and stand naturally	5	
<b>Cleanliness:</b> clean body from stains as much as possible, with special attention to clean legs, feet, tail area, nose, and ears	5	
		<b>20</b>
2. APPEARANCE OF EXHIBITOR	POINTS	SUBTOTAL
<b>Clothes:</b> Exhibitor should display "uniform" as described in fair catalog (blue jeans, white shirt, green bandana, no open toed shoe, no shorts).	5	
<b>Person:</b> Clean and neat.	5	
		<b>10</b>
3. PRESENTATION TO JUDGE	POINTS	SUBTOTAL
<b>Leading:</b> exhibitor should enter ring confidently, goat on lead, held in right hand. Goat should lead readily and respond quickly. Walking at a normal pace, keeping goat under control, approach judge, keeping yourself positioned on side of animal opposite judge.	5	
<b>Pose:</b> position the goat with front and rear legs square. Goat should remain calm and under control	5	
		<b>10</b>
4. QUESTIONS	POINTS	SUBTOTAL
Exhibitor will be asked 5 questions. Questions can cover a range of topics including general goat anatomy, health and diet, saddle and pack, fitting, and hiking and trail topics.	10	
		<b>10</b>

5. OBSTACLE COURSE	POINTS	SUBTOTAL
<b>Saddle:</b> saddle should be appropriately fitted and goat should appear comfortable. Packs should be secured and goat should not be distracted by the saddle or pack.	5	
<b>Plank:</b> goat should step directly to front of plank and should proceed calmly across the entire length of plank. Goat should step off the end of the plank.	5	
<b>Weave:</b> goat should follow lead through the weave poles with minimal interaction with the poles.	5	
<b>Water:</b> goat should step into water without hesitation.	5	
<b>A-Frame:</b> approach should be confident and without hesitation. Goat should calmly climb up to top of frame and proceed directly down opposite side. Goat should descend calmly, stepping off A-frame gently.	5	
<b>Teeter Totter:</b> goat should ascend teeter calmly and without hesitation. There should be minimal hesitation as the goat crosses apex and the plank descends. The descent should be calm.	5	
<b>Stand:</b> goat should readily step or jump to stand surface and remain calm, poised, and in position until directed to proceed by exhibitor.	5	
<b>Backing Up:</b> exhibitor should lead goat completely through parallel board stop, and then back goat to beginning of parallel boards.	5	
<b>Distraction:</b> goat and exhibitor should walk past obstacle without showing signs of being distracted.	5	
<b>Circle:</b> goat and exhibitor enter circle, pause, turn 360°, pause and proceed.	5	
		<b>50</b>
	<b>Total</b>	<b>100</b>

# Exhibitor Scorecard

**EXHIBITOR NAME:**

**DATE:**

Criterion	Maximum	Score
Appearance of Animal	20	
Condition	10	
Hair	5	
Hooves	5	
Cleanliness	5	
Appearance of Exhibitor	10	
Clothes	5	
Person	5	
Presentation to Judge	10	
Leading	5	
Pose	5	
Questions	10	
Q1	2	
Q2	2	
Q3	2	
Q4	2	
Q5	2	
Obstacle Course	50	
Saddle	5	
Plank	5	
Weave	5	
Water	5	
A-Frame	5	
Teeter Totter	5	
Stand	5	
Backup UP	5	
Distraction	5	
Circle	5	
<b>Exhibitor Total</b>		

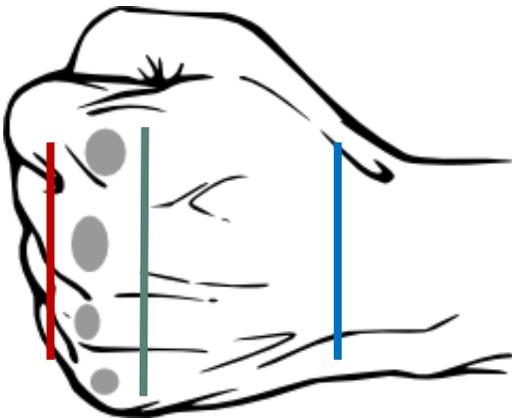
**JUDGE:**

**SIGNATURE:**

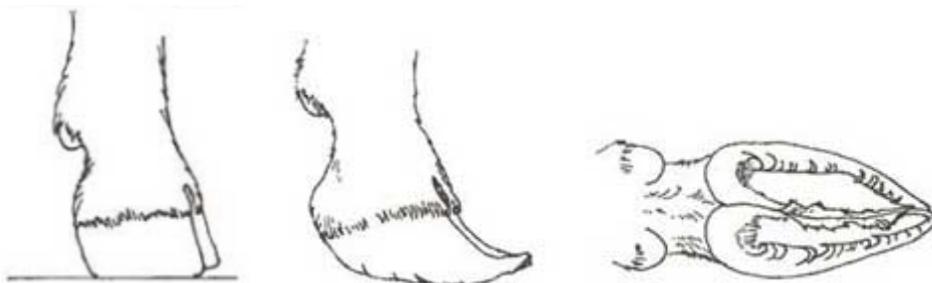
# Judging Guidelines

## 1. APPEARANCE OF ANIMAL

This is not a “conformation” assessment but rather just an assessment of general appearance. A quick check of goat condition can be determined by running your fingers across his ribs. It should feel similar to how it feels to draw your finger just below your knuckles on a closed fist (green line, diagram below). A goat that is too thin will feel more like drawing your finger above the knuckles (red line) and a goat that is too heavy would feel closer to drawing your finger near to your wrist (blue line).



The goat’s hair can be shorn or not. Natural coats, including long hair, are perfectly acceptable. However, in all cases they should be clean, not soiled, and well brushed. Hooves should be clean properly trimmed. The bottom of a well trimmed hoof will roughly parallel to the “hair band” (first image below). Because the toe tends to grow faster than the heel, a common problem (and indicator of improper hoof trimming) will be an “elfish” hoof (second image). Overgrown hooves will also curl underneath (third image).



## 2. APPEARANCE OF EXHIBITOR

Primary criteria here is cleanliness of clothes and person, clothing that meets the “uniform” criteria and ensure that each exhibitor has proper and safe footwear.

### 3. PRESENTATION TO JUDGE

Again, this isn't a conformation showing, so the emphasis is not on the goat standing "square" with a straight backline as might be preferred in the dairy ring. Rather, the emphasis here is on proper ring "showmanship", keeping the goat towards the judge, showing good animal control, exhibitor being confident, looking at the judge, and always polite and courteous.

### 4. QUESTIONS

See separate attachment for sample questions and appropriate responses. Responses are awarded 2 points for a correct and clearly answered question. Incorrect responses are provided 0 points. A single point may be awarded for answers which are partially correct or not entirely clear.

### 5. OBSTACLES

#### General Guidelines

Each element of the obstacle course is worth a maximum of five points when the goat and exhibitor directly approach an obstacle, engage and "dismount" the obstacle calmly, and complete with minimum difficulty.

The use of training aids *is allowed*. Examples of training aids include visible cuing (lead stick, hand, etc.) and rewards (clicker, treats, etc.). A key differentiator of the goat obstacle course from other competitions is that this goat obstacles are merely analogs of trail obstacles and thus the obstacle completion should be representative of "real-world" negotiation, which includes the use of training aids. However, a well trained pack goat is capable of handling each of these obstacles with no training aids and therefore a *bonus* of 1 point should be awarded for each obstacle completed without an aid (indicated on score sheet by "+1").

Each exhibitor is allowed 3 attempts to engage an obstacle. If a goat refuses to engage an obstacle, the exhibitor should turn the goat, circle around and approach again. If the goat subsequently completes the obstacle but required either 2 or 3 attempts, a single (1) point should be deducted. If the goat fails to engage the obstacle after 3<sup>rd</sup> attempt, they should be directed to walk around and toward the next obstacle. Excessive pulling/tugging of a goat should be considered failure to engage and exhibitor should be instructed to turn their goat and attempt again.

#### Saddle

Total of 5 points awarded when goat enters *and exits* ring with saddle well fitted. Saddle should be very snug, with little to no side to side movement when tree is pulled towards the side. At no time should the saddle come off the goat. At no time should goat interfere with the saddle or show obvious signs of discomfort ("pawing" at saddle, turning to bite or "adjust" saddle, rubbing saddle against wall, etc.). Adult supervisors may assist with saddle-fitting prior to entering the ring, but exhibitors should be able to demonstrate proper fit if asked. If saddle comes loose, or presents a hazard during exhibition, the exhibitor may adjust if able. If not able, the saddle may be removed for remainder of competition with points deducted as appropriate.

#### Plank

Goat should step directly on from front of plank and directly off end of plank. Deductions for approaching from side or disembarking from side. Additional deductions may be applied for stopping along plank, stepping off and back on, or "racing" across plank.

**Weave**

The weave demonstrates the goats willingness to follow but also awareness of his extra “width” from saddle and pack. His handler should lead him cleanly through weave poles with minimal interaction. Points may be deducted for skipping poles, knocking poles over, or excessive difficulty in following the handler.

**Water**

The water obstacle can be one of the more challenging obstacles as the goats are naturally inclined to avoid the water. For a full 5 points, the goat should step directly into the water pool and proceed across and exit with no difficulty. Exhibitors may also step into the obstacle ahead of or alongside their goat. Deductions may be applied for attempts to complete the obstacle by jumping over or out of the obstacle. Deductions are also appropriate for goats that hesitate entering pool or “bolt” or “race” out of obstacle.

**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.

**Teeter Totter**

The teeter totter should be approach similarly to the A-Frame, though the goat may pause briefly at the fulcrum while the balance shifts the plank to the downward slope. Deductions should be applied for goats jumping onto or off of the teeter, entering or exiting from side.

**Stand**

The goat should climb directly onto stand and remain for a few seconds and until directed by their handler. Once directed, the goat should immediately dismount. General deductions can be applied for hesitations, early dismount, and refusal to dismount.

**Backing Up**

Exhibitor should proceed directly through the parallel ground boards until the front hooves are at the end of the boards. The handler should then approach the front of the goat and direct them *straight* back until the front hooves are at the other end of the boards. Finally, the handler should lead the goat back through the boards, exiting and proceeding immediately to the next obstacle.

The goat may not perceive the boards on the ground as an obstacle and so this is a test of the handlers ability to direct their goats backward. Deductions would be appropriate for goats turning, stepping onto our out of the parallel boards, not backing completely, not coming forward completely. Handlers *may* touch their goat but should generally be in front of their goat. When applying pressure to a goat (generally to their chest or side to direct them as appropriate) the goat should yield, trusting their handler to guide them properly. Deduction would be appropriate for a goat resisting or pushing against the pressure.

**Distraction**

The distraction will be an obstacle which the goat and handler pass that may be appealing to the goat. For example, food or a corn stalk. The exhibitor should walk past the obstacle without the goat becoming engaged with the obstacle. A slight correction (e.g. tug on collar/halter to indicate to goat to proceed) is OK provided goat immediately responds and continues past distraction without stopping. Deduction would be appropriate if repeated correction is required or if goat stops completely.

### **Circle**

The exhibitor should step inside circle and simply turn the goat 360°, pause, and proceed. The goats should not resist being turned. Both goat and handler should gracefully maneuver themselves. Deductions would be appropriate for goats and handlers stepping outside of ring or not completely turning around

# Questions and Answers

Questions and answers may be asked from any of the categories below. This is fully at judge's discretion, though it is recommended that questions be diverse, ensuring the exhibitor has broad knowledge but also ensuring that an exhibitor isn't overly penalized for being weak in one entire area.

## GENERAL GOAT ANATOMY

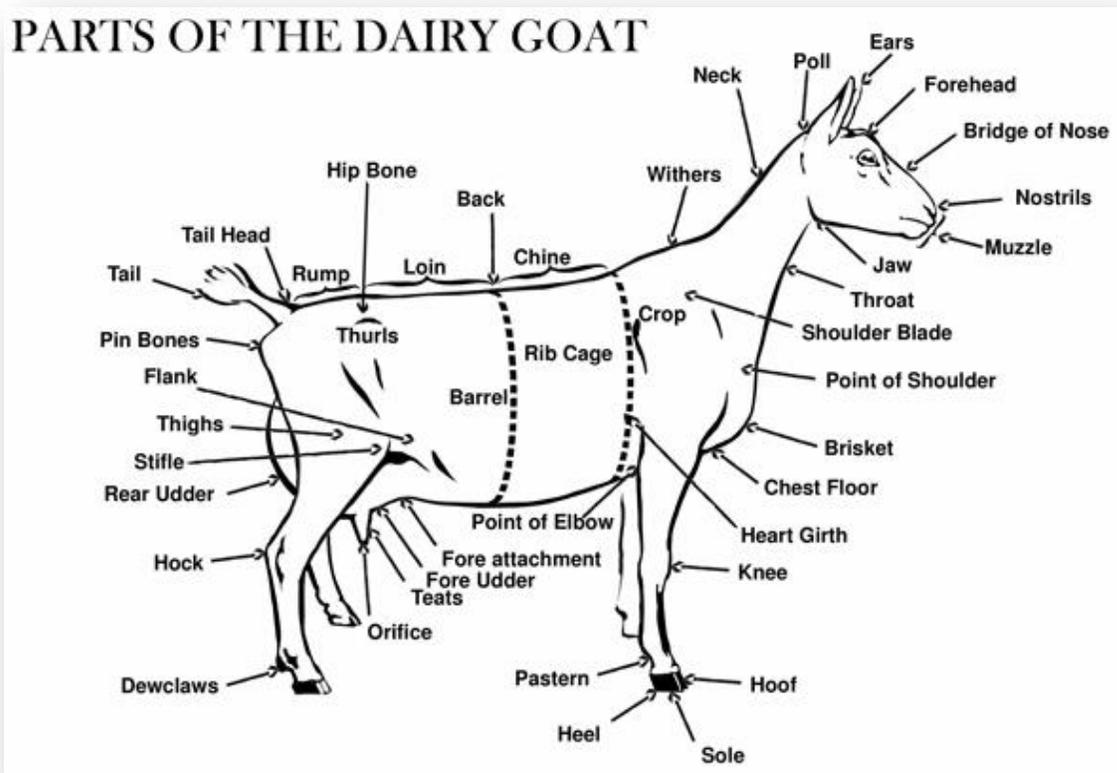
Each exhibitor should be familiar with all parts of the goat (diagram below) and be able to correctly identify them on their own goat (noting that most will be wethered males and therefore won't have an udder).

Intermediate and Senior exhibitors should also be able to describe the function or importance of key parts to the packgoat:

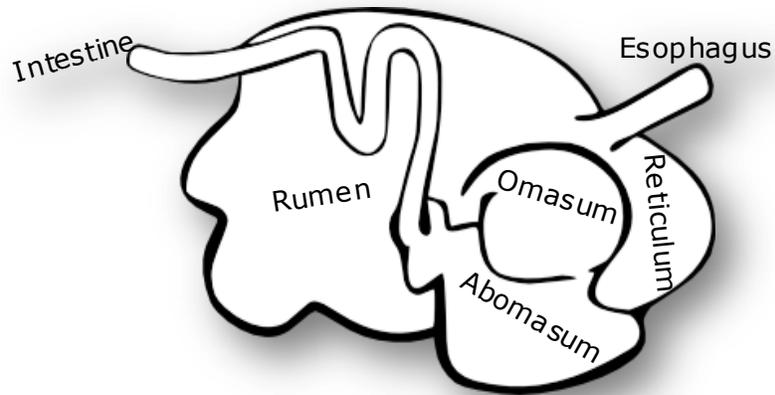
*Pastern* – potential weak point on a goat. Because packgoats are carrying a load, health strong pasterns are very important.

*Hock* – meat and dairy goat conformation will often reward straighter hocks. However, with packgoats some inward angularity in the hocks is a positive trait as it is generally related to increased agility.

*Withers* – top of the shoulders and an important identification point for packgoats as this is used as a guide for proper saddle placement (which should be just behind and not on the wither). Not to be confused with “wether” which is a castrated male goat.



Exhibitors should understand that goats are *ruminants* like sheep. They should at least understand that there are four parts of the ruminant system. Older (intermediate and senior exhibitors) should know the names of the four parts.



## HEALTH AND DIET

From *Practical Goatpacking* by Carolyn Eddy

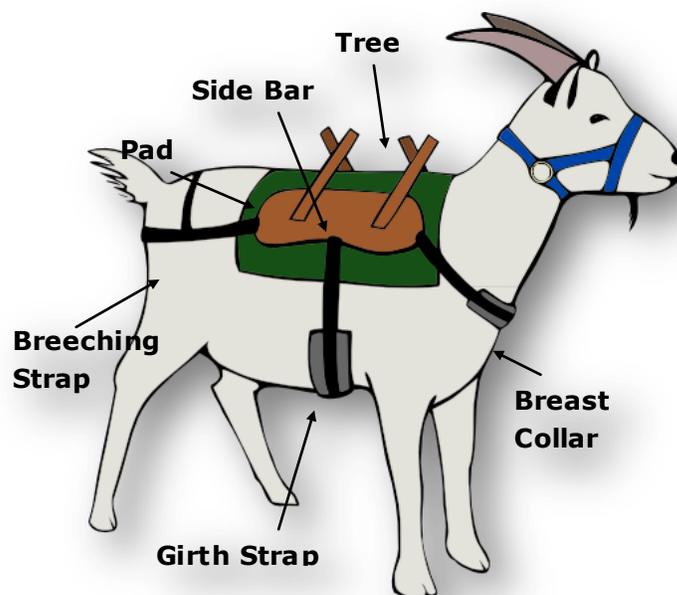
- On average, how long does a goat live?
  - 12-16 years
- What is normal body temperature?
  - 101-105° F
- What is the normal respiration/breath rate?
  - 12-20 breaths per minute *at rest*
- What is the normal pulse?
  - 70-80 beats per minute *at rest*
- What is CAE?
  - Caprine Arthritis Encephalitis.
  - Bloodborne disease, transmitted from mothers to kids through infected milk.
  - Virus
  - Can lead to crippling arthritis conditions, of concern to any goat but particularly packgoats for obvious reasons.
  - CAE Prevention by testing herd and bottle feeding babies
- What is Urinary Calculi
  - Bladder Stones
  - Particularly of interest to packgoats as it is more common in wethers.
  - Can get lodged in small bend in urethra of male goat, blocking bladder, leading eventually to rupture and death.
  - Prevention through proper diet (balance of Calcium and Phosphorus) and having plenty of water.

From Diet for Wethers by Carolyn Eddy

- What is the primary portion of a packgoat's diet?
  - Natural Forages (pasture and browse)
- Next to Natural Forages, what is the next best feed choice for your goat?
  - Grass Hays (Orchard grass, Timothy, and Brome hays ... not Alfalfa, Clover, etc.)

## SADDLE AND PACK

Exhibitors should understand all the parts of a saddle and be able to identify them on their own saddled goats (diagram below, note that some packs such as integrated saddle/packs may not have a tree or may have slightly different strap arrangements, though all have at least a breast, breech, and girth strap).



Exhibitors should understand procedure for saddling (below). Example questions may include:

- What is the first thing you do when saddling your goat?
  - Brush to ensure his back is clean.
- Should the saddle be in front of, right on, or behind the withers?
  - Behind
- Why do you slide the pad or saddle forward after placing it on the goat?
  - To ensure hair lays down comfortably.

1. **Brush your goat** and ensure that he is very clean. While brushing, examine his belly, back, chest, and rump for any sores. Remove any pieces of hay or debris which may be lodged in his hair.

2. **Examine the saddle** to ensure it is free of any defects. Also examine all straps and particularly the pad for any burs, twigs, or other objects that may be clinging on from a previous outing.
3. **Place the pad** on your goat so that the pad is just in front of the withers and slide back so the hair lays back. Now **place the saddle** so that it is about 1½” behind the shoulder blade. Some pads are connected to the saddle, in which case you should start slightly forward and draw the saddle back to ensure the hair lays down comfortably.
4. **Tighten the girth strap.** It should rest about 2-3 inches behind the “leg pit” and should be tight enough that you cannot cause the girth strap to slide when rocking the saddle from side to side.
5. **Tighten the chest strap** until all slack is removed without pulling the saddle forward.
6. **Tighten the breeching strap** to remove most of the slack, but not so much that your goat can’t move his legs freely.

- How much weight can your goat carry?
  - Exhibitors should know how much their goat weighs and that their goat can around 20% of this weight.
  - Exhibitors may indicate \*less\* than this amount for younger goats or goats not in full condition.
  - An exhibitor may indicate slightly more than this for a mature goat (3 and up) in very good condition.
  - Exhibitors should be able to justify or explain why their answer
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## HIKING AND TRAIL TOPICS.

Exhibitors should be familiar with the seven Leave No Trace principals and be able to provide examples.

Example questions might be “Provide an example of the LNT principal of “Plan Ahead and Prepare”.

1. Plan Ahead and Prepare
  - a. Check the weather
  - b. Dress appropriately
  - c. Have map of hike
  - d. Ensure enough water for self and goat
2. Travel and Camp on Durable Surfaces
  - a. Goats stay in-line and on path in established hiking areas
3. Dispose of Waste Properly
  - a. Pack out all waste
  - b. Deposit solid human waste 200 ft away from water, in catholes 6-8 inches deep.
4. Leave What You Find
  - a. “Take nothing but pictures”
  - b. Don’t take artifacts out of park
  - c. Leave rocks, plants, etc.
  - d. Do not bring in wild seeds (no packing in hay or grains)
5. Minimize Campfire Impacts
  - a. Fires in designated areas only
  - b. Burn all wood completely
  - c. Small fires only, nothing larger than can be broken by hand
6. Respect Wildlife
  - a. Observe from a distance

- b. Do not feed
    - c. Keep goats under control at all times
  - 7. Be Considerate of Other Visitors
    - a. Soft voices
    - b. Be courteous to others on trail
    - c. Yield to others on the trail
    - d. Step to downhill side to allow horses to pass
  
- Name at least one poisonous / toxic plant that you may commonly encounter in our area:
  - Azalea
  - Rhododendron
  - Mountain Laurel
  - Yew
  - Fern