4-H MEAT GOAT RECORD SHEET

LEVEL 3 (Grades 9-12) Record must be completed and turned in to 4-H Leader.

Date		•		Side 1		
NAME_	NAME OF 4-H C	ELUB_	YEARS IN PROJECT_			
		(Including this year)				
List animals coming to th	e Fair: (attach additional sheet,	if needed)				
Ear tag and/or	register number	Breed	Sex	Birthdate		
4-H'er must complete four ((4) new activities (required or "U	Jdder Ideas") each vear. Fill	in appropriate information belo	ow.		
*******	******	******	******	******		
ACTIVITIES COMPLETED	:					
Name of Activity Completed (if "Udder Ideas" activity, list page number and activity number), date completed, what you learned from this activity:						
Name of Activity Complete	ed (if "Udder Ideas" activity, list p	age number and activity nun	nber), date completed, what yo	u learned from this activity:		
Name of Activity Complete	ed (if "Udder Ideas" activity, list p	age number and activity nun	nber), date completed, what yo	u learned from this activity:		
Name of Activity Complete	ed (if "Udder Ideas" activity, list p	age number and activity num	nber), date completed, what you	u learned from this activity:		

$\underline{\textbf{MEAT GOAT RELATED ACTIVITIES}} \ you \ have \ participated \ in \ this \ year:$

DATE	SHOWS, WORKSHOPS, ETC.	LOCATION	WHAT LEARNED	ACCOMPLISHED
Number of	hours spent on Meat Goat project (includes fo	eeding, grooming, genera	al care, exercising and prepari	ng animal for fair)
EXPENSES	S OF 4-H MEAT GOAT PROJECT:			COSTS
RECEIPTS	Cost of Animal(s) (include loan interest) Feed Costs Vet/Medical Fees Manure Handling Fees Fencing, Housing & Bedding Costs Breeding Fees Transportation Fees Show Equipment Costs Registration Fees Other (list) T OF 4-H MEAT GOAT PROJECT Selling of meat goat (if not sold yet, estir	OTAL EXPENSES		
ACTUAL C	OR PROJECTED INCOME OR LOSS			
		4-H Meat Goat Health	Record	
	Health Problem/Vaccination		Treatment	Date
	are encouraged to work with their veterinariar client-patient-veterinarian relationship can b			
4-H Leader	Signature		Date	
Updated 11	.26.12 glm			