

Shelby County 4-H Goat & Sheep Obstacle Course

Where: Livestock Arena

Contest Date & Time: Wednesday, June 17 at 6:30pm

Participants: All 4-H Members

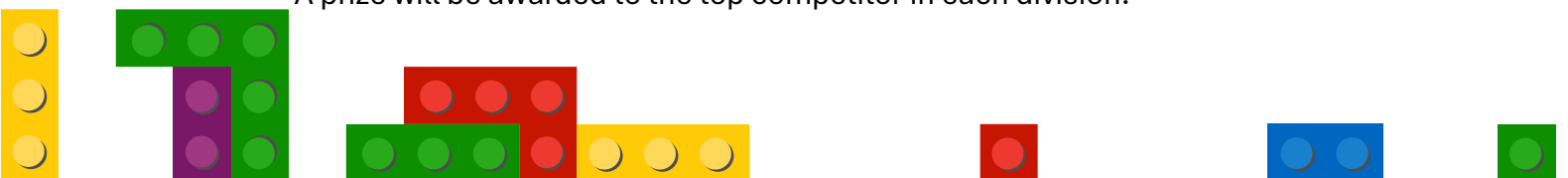
Overview

The Goat & Sheep Obstacle Course is a fun, interactive event designed exclusively for 4-H members to showcase their handling skills and sportsmanship in a relaxed and enjoyable setting. Members guide their goat or sheep through a series of obstacles that reflect common challenges faced while working with livestock, encouraging patience, control and communication between the exhibitor and animal.

This event focuses on participation and learning rather than perfection, making it a great opportunity for members of all experience levels to build confidence, practice responsible animal handling and have fun with their projects. Whether navigating turns, stepping over rails or weaving through cones, the obstacle course celebrates good stockmanship and the spirit of 4-H!

Contest Rules

1. Eligibility
 - All competitors must be Shelby County 4-H members.
 - Only goats and/or sheep being exhibited in the Shelby County 4-H Goat or Sheep shows will be allowed to participate.
2. Divisions
 - Mini: Kindergarten – 2nd grade
 - Junior: 3rd – 5th grade
 - Intermediate: 6th – 8th grade
 - Senior: 9th – 12th grade
3. Event Format
 - Each competitor and goat/sheep may attempt the obstacle course once. No goat/sheep will be allowed to go through the course more than once.
 - All goats/sheep must be treated humanely. The competitor will be disqualified if any inhumane acts are observed.
 - All obstacles must be attempted. If no attempt is made, the competitor is disqualified. A ten (10) second penalty will be added to the competitor's total time for each obstacle not completed.
 - A five (5) second penalty will be added to the competitor's total time for each tennis ball knocked off the orange cones.
 - The winner will be the competitor who completes the obstacle course in the shortest amount of time, including any penalties.
 - The official time of the competitor will be recorded immediately after they complete the course. All times are final.
4. Awards
 - A prize will be awarded to the top competitor in each division.



Possible Obstacles & Descriptions

Plank – a board wide enough for the animal to walk across

Pond/Stream with a Bridge – a small area of water with a bridge; the competitor crosses the bridge and the animal should either walk in the water or across the bridge

Jump – some sort of object to simulate a tree that might have fallen across a hiking trail

Weave – weave poles that the animal should follow the competitor between; tennis balls can be added to the top for additional difficulty level

A-Frame – the animal would be required to calmly climb up and then walk down the other side, not jump

Teeter Totter – the animal should calmly cross the teeter totter without jumping off as it lowers

Balance Board – a wide teeter totter where the competitor and animal are required to stand on the board and balance with both ends off the ground

Backing Up – the animal would be required to back up on command

Distraction (required) – some sort of distraction that the animal should accept calmly (camping chair, fan, food, loud noise, another animal, etc.)

Loading (required) – the last obstacle will require the animal to be loaded onto a trailer or truck

Lifting Feet – the competitor will tie the animal to the fence and pick feet up; advanced divisions may have to clean the hooves

Pulling a Sled – either the competitor or animal would pull a sled

