

- b) By lifting the off-positioned foot by hand. Use the hand opposite to the particular hind foot to move the foot i.e. right hand moves left foot.
3. Judge approaches rear of sheep to handle it. The same grasp (at the cheeks) should be maintained. Bending your knees and a slight downward pull on the sheep's head will serve to control it. The show person should put their knee against the brisket to prevent bolting when the judge is handling the sheep.
  4. Judge views sheep from its right side. You should now stand at sheep's left side, near its head and slip your left hand under the sheep's jaw (well out toward the muzzle). The right hand should not touch the sheep except to rub the belly if needed. Sheep's head should be at normal level, not too high or too low.
  5. Judge moves to the front of sheen for view of head. Same position, standing at the left of the sheep's shoulder (as in (4)) should be maintained. Do not move too far to the rear and stretch at arm's length to hold the sheep's head. If sheep has changed its front leg position, the quick lift and drop by a cheek grasp can best correct it. If the lamb is very large it may be easier to lift each foot by hand. Do not worry too much about hind feet being slightly out of position.
  6. Judge now moves from head-on view to left side of sheep. You are correct in moving between the judge and your sheep to the opposite (right) side around the sheep's front end. (Never stretch around rear end or step over the sheep's back. In either case you can lose control of your animal.)
  7. Judge asks you, the exhibitor, to move sheep. You should be on the opposite side of sheep from judge. If you are on the sheep's left side, your left hand should be under the sheep's chin, well out towards muzzle, not choking him off in the throat. Your right hand, with fingers closed, should be on the sheep's dock. It would be considered very poor showmanship to grasp the wool with an open-fingered hand at any time. While it is fairly "showy" to move the sheep without touching its dock, this often results in loss of control and would not be considered good showmanship. The sheep should move at a fairly slow and even pace with its back level and head in normal position.
  8. Judge requires sheep to be turned and returned to line-up after walkout. You should turn the sheep so that its head remains close by your belt. Do not turn too sharply, or you will cause the sheep's hind legs to buckle. Simply change hands under the chin and reverse the sheep. You remain at its head so that for the return trip you will end up on the opposite side of the sheep from the judge. Do not make the turn so that its head faces away from your belt during the turn as it has a good chance to bolt away. Upon return to line-up, immediately place sheep in position. This is easiest accomplished by the quick lift and drop of fore-quarters and hand-placing of hind feet.
  9. The Judge requires sheep to be turned over and set on rump for inspection of belly and hooves. Here are two methods that give you good control of the sheep and are fairly easy to do.