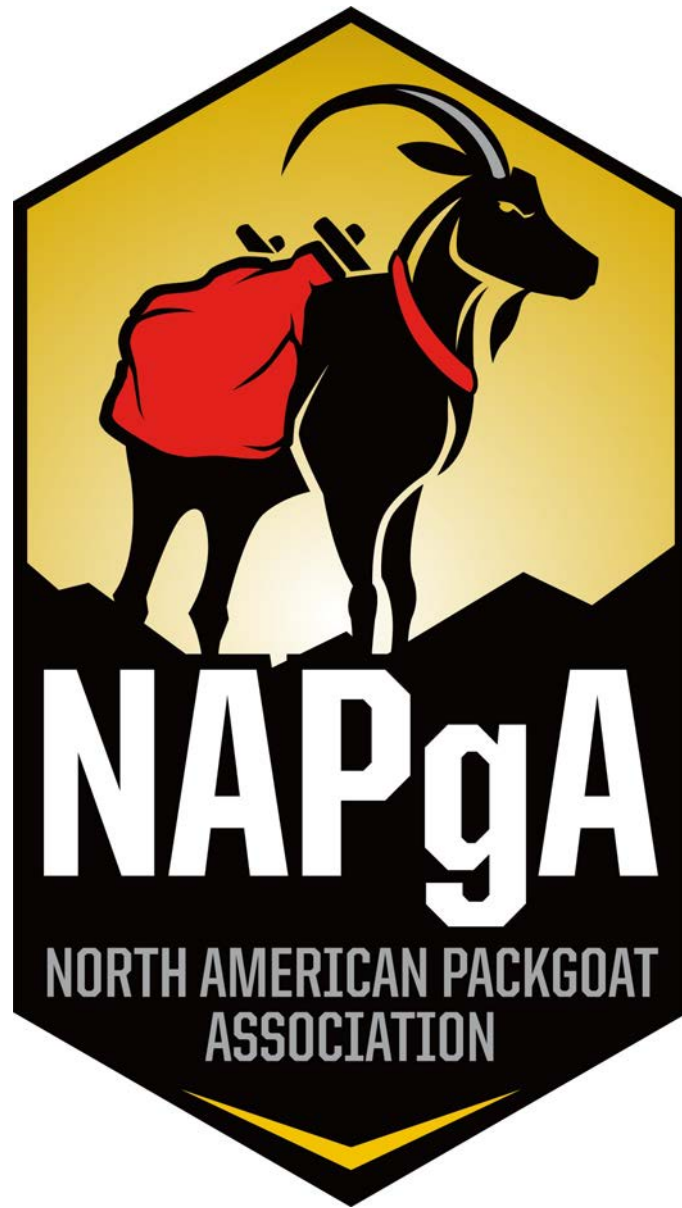
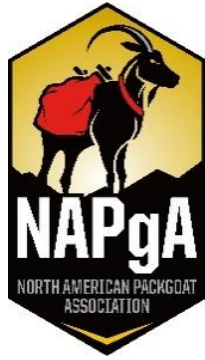


# Packgoat



# Guidebook



# North American Packgoat Association [www.napga.org](http://www.napga.org)

## Life Skills

NAPgA created the Packgoat Guidebook to help individuals learn about goatpacking and the practical skills associated with goatpacking responsibly. Youth involved in a packgoat project are committing to a long-term project that will involve several years of working with a packgoat. Research, record keeping, setting and achieving goals, and teamwork are skills youth will use throughout their lives. This guidebook can be used as a stand-alone packgoat guidebook or in conjunction with youth organizations that offer a packgoat project.

## NAPgA Mission Statement

The North American Packgoat Association (NAPgA) is an organization established for promoting packing withgoats. The organization seeks to further the pursuit of goatpacking by sharing the knowledge, ideas, and experiences of its members, by promoting the use of packgoats to the public as a means of low impact wilderness transportation and recreation.

Our mission is to promote the use and enjoyment of packgoats; to improve, mentor, and encourage competency in the practice of goatpacking among interested persons; to provide communication among and to disseminate information to interested users; to promote scientific study of the caprine species, their care, welfare and training; to urge recognition of goatpacking as a low impact pack stock alternative; and, to establish traditions which will aid, perpetuate, and further the welfare of goatpacking and the goats it employs.

## Acknowledgements

NAPgA would like to acknowledge and thank Board members Nan Hassey and Taffy Mercer and youth educator Aubrie Studer Pierson for their commitment to the education of people young and old who are interested in goatpacking, and for their work in developing this guidebook.

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**Disclaimer.** The contents of this work are intended to further the general knowledge of packgoats and goatpacking. The North American Packgoat Association and the authors make no representations or warranties with respect to the accuracy or completeness of the contents of this work. The reader is urged to review and evaluate the information for his/her use.

# NAPgA PACKGOAT GUIDEBOOK

**Chapter 1** is the Packgoat Guidebook. These pages can be printed separately for youth to use for the Packgoat Project.

**Chapters 1, 3 and 4** contain information for anyone interested in goatpacking.

**Chapters 2, 3 and 4** contain information for youth leaders.

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## Introduction to Packgoats and the Packgoat Project

**Goat History.** Goats were the first wild herbivores to be domesticated around 11,000 years ago. Research shows the domestic goat was adapted from the wild bezoar ibex (*Capra aegagrus*) in western Asia.

Domestication is the process of adapting wild animals for human use.

Neolithic farmers in areas of the Middle East and Western Asia started keeping small herds of ibexes for their milk and meat; dung for fuel; and hair, bone, skin, and sinew for clothing and building materials. At some point goats became beasts of burden (packgoats).



### What is a packgoat?

A packgoat is a goat used to carry your items when you are hiking. They wear saddles and panniers built specifically for goats. Packgoats are very loyal and want to be with you wherever you go.

### What is goatpacking?

Goatpacking can be anything from having your goat carry your snacks on a hike from your home, having a string of goats to carry your gear for a 100-mile trek in the back country, and everything in between!

### Why goats and not llamas, horses, or mules?

Goats are less expensive to purchase and keep, and they require less space than other types of pack stock. Goats are easier to transport and can negotiate rougher terrain. Generally, goats can be handled by people of all ages. Goats are friendly and easy to train. Goats don't spit like llamas or kick like horses and mules!

### How much can a goat carry?

Goats can easily carry 10-20% of their total body weight. A mature (4 years and older) *fully conditioned* packgoat can easily carry 25-30% of their body weight. A good rule of thumb is: The more rugged the terrain, the lighter you pack the goat.

### What breed is a packgoat?

A pack goat can be any breed or crossbreed of goat. The majority of packgoats are purebred dairy goats or a cross of dairy goat breeds. Meat goat breeds, such as the Boer or Kiko, are sometimes crossed with dairy goat breeds. Small breeds like the Nigerian Dwarf and Miniature Dairy Goats (Nigerian Dwarf x standard size goat) can be used for packing lighter loads. Check out as many breeds as possible before making your purchase. All of the breeds have different personalities and different physical characteristics, and individuals can vary widely within breeds.

Most packgoats are wethers (neutered males) because they are larger and stronger than females, there is no risk of injuring the udder, they don't experience hormone fluctuations, and they don't have the strong odor and behavior problems of intact bucks.

### What do you look for in a packgoat?

Whatever breed of goat you choose, look for a conformationally correct and physically sound goat that will be able to work hard. Conformation is the structure of the packgoat's body. The structure of the goat greatly affects its ability to perform work.

Packgoats are athletes. They need a well-proportioned body. If you are a light, weekend packer you will be able to use a goat with more flaws, but the harder you intend to work your goat, the more of the following items you will need to take into consideration.

Anatomy that specifically helps for packing:

- Good bone size in legs and feet and good leg length
- A flat back from withers to loin (helps carry weight evenly)
- Wide across hips and shoulders (good weight bearing surface)
- Withers and croup both same distance from the ground—not going uphill or down (keeps pack from sliding)
- Front legs track reasonably straight (elbows should not "wing" out - come away from the body)
- Rear hocks should have good angles to give better traction

A goat can have all the great conformation in the world, but if it doesn't have a "can-do" attitude it may not become a good packer. Attitude plays a vital part in making a great packgoat. It should not be timid, fearful or exhibit a high stress level.

### **Using a doe goat as packgoat.**

Nearly all packgoats are wethers (castrated males) because they are significantly larger and stronger than females and are not influenced by hormones. However, packing is a good job for a strong doe that is not pregnant and has a firmly attached udder.

A lactating (in milk) doe can be used for packing if she is in good shape. Fresh milk on the trail is a tasty treat! If you hike with a doe in milk, make sure her udder is high and tight enough to keep it from being injured by brush and logs. Milking her completely out in the morning before heading out on the trail is a good idea.



Do not take a doe on the trail when she is in heat. A doe in heat can be very vocal and may attract wildlife and predators. She may also be disruptive to your wethers and to your sleep!

### **What is the cost of a packgoat and where should I buy it?**

The largest expense is not the purchase price of the goat—it is in caring properly for the goat after you get it, maintaining housing and fences, and purchasing the right equipment. You will find there is a broad price range charged for goats in general, and prices are often higher for packgoat prospects purchased from farms that are specifically breeding for packgoats.

- Do not purchase at a sale barn or auction house. You won't know the goat's history and the goat may have been exposed to numerous diseases in this environment.
- Purchase from a breeder or goat owner who performs annual herd tests for devastating diseases such as CAE, CL, and Johne's Disease. When you buy from a herd that is tested for these diseases, you greatly increase your chances of having healthy, long-lived goats. Ask to see the herd test results. Even if you buy a goat that is too young to be tested, you will know that it comes from a "clean" herd.
- Don't be afraid to ask questions. Why is the goat for sale? How old is it? What is the disease prevention program? Ask to see the sire and dam if possible.
- Visit a number of farms. If you don't look at several farms, you won't have an opportunity to decide which goats appeal to you, or pinpoint why a certain place just didn't "feel" right. What does the farm look like? Are the pens clean, are the water troughs clean and full? Is there hay in the manger? What fencing do they have and is it in good repair?
- Visit the NAPgA website where you will find both a buyer's guide and a suggested breeder's code of ethics. A list of NAPgA members who are also goat breeders can be found here too. NAPgA does not endorse any breeder. Do your homework before you buy. <https://www.napga.org/resources/goats-n-gear/packgoat-breeders/>

## What do I need to consider if I decide to purchase a goat?

Like all living creatures, goats need food, water, shelter, and space to survive. Contrary to popular belief, goats will not eat “anything”! That tin can they smelled and picked up? That was pure inquisitiveness.

Goats are browsers by nature; they look for leaves, twigs, vines, bark and shrubs. One of the things that make them great pack animals is they browse for their food along the trail and around camp. No need to carry feed!

You need at least 2 goats. Goats are herd animals and should not be kept alone. Goats also need quality year-round pasture and/or hay and they must have a dry, draft-free shelter. Goats handle cold well but not being wet.

You must provide adequate protection from predators, including domestic dogs. Goats need regular attention, training, and exercise if they are to be good partners on the trail. You need access to a good goat vet and a way to haul your goat.

- **Land** - Minimum 1000 sq. ft. for 2 goats.
- **Fencing** - Never underestimate the tenacity of a goat! If you don't build an enclosure properly they *will* find a way out, especially if there is something outside of their pen that they really want like food--or you! Fencing keeps goats in and predators out. Build it strong and tall. Be sure it hugs the ground. The goats will thoroughly investigate it, test it, stand on it, and use it for scratching. Never use barbed wire. 5 ft. high field/horse fence with proper support is a good option. Strands of electric wire inside and outside of the fence at base and top will help deter predators and keep goats from rubbing or climbing on the fence.
- **Shelter** - Can be simple or elaborate but must be built and located so the goats are protected from the elements. The flooring should be well-drained and dry to help prevent hoof issues. The design should allow easy cleaning of the bedding and must have good ventilation to help prevent respiratory diseases. Avoid a concrete floor. It is cold and hard on goats' bodies. Each goat needs at least 10-15 square feet of shelter which should be inside a securely fenced outdoor space that is as large as you can accommodate.
- **Hay** - Should consist of “horse quality” mold free grass hay. Test your hay so you know its nutrient content.
- **Grain** - Wethers rarely or never need grain. Grain contains a lot of unnecessary calories and often has an improper calcium to phosphorus ratio. Overfeeding and improper feeding of grain concentrates can cause solid particles to develop in the urine. These solid particles block the flow of urine out of the goat's body, causing pain, discomfort, and death if not resolved.
- **Minerals** - Loose minerals prepared for goats (or cattle) should be available at all times. Loose minerals help supply, selenium, copper, and other trace minerals goats need that are not found in their feed. Avoid sheep minerals as these do not contain enough copper for goats. The mineral should have a 2:1 calcium to phosphorus ratio. Chelated minerals (minerals bound to an amino acid or protein) improve absorption and utilization of the minerals. Compare mineral labels to find the best source for your goats.
- **Water** - Clean, fresh and available at all times. If possible, use a heated bucket or tank heater in the cold months to keep water ice free. Goats drink more water if it is warm. Adding Gatorade can increase water intake on trips or in strange places. They may have a flavor they prefer!
- **Cleanliness** - Always keep goat pens and shelters clean. A buildup of feces and soiled bedding invites disease and pests like flies. Wet bedding creates ammonia buildup which can irritate the lungs, and damp conditions invite hoof problems.
- **Stimulus** - A bored goat is a goat that *will* get into trouble. Electrical spools (with holes covered), logs, stumps, dirt and rock piles—use your imagination and search online for ideas. Structures need not be expensive, but they do need to be safe for your goat. They help teach your goat balance, coordination, agility and how to fall correctly, which are skills they will need on the trail. It's also fun to watch them play!
- **Health Care** - Always buy from a herd that is tested for CAE, CL, and Johnes Disease. Deworm as needed, provide vaccinations (CD+T is the most common and is usually given annually), and regular hoof trims. Locate a good livestock veterinarian in your area. Stock a complete first aid kit.



## Goats are ruminants.

**Ruminant.** A ruminant is a hoofed, cud chewing animal with four stomach chambers.

The four stomach chambers are:

1. **Rumen**—a big fermentation vat
2. **Reticulum**—honey comb structure, the “hardware stomach”
3. **Omasum**—removes water from the fermenting particles and also absorbs more nutrients called volatile fatty acids that helps supply the goat with energy.
4. **Abomasum**—true stomach, particles are digested by stomach acid

The rumen contains bacteria that digest the goat’s feed and convert it into energy and protein. While fibrous feed like hay is good for goats, they have to break it down quite a bit so the rumen bacteria can digest it.

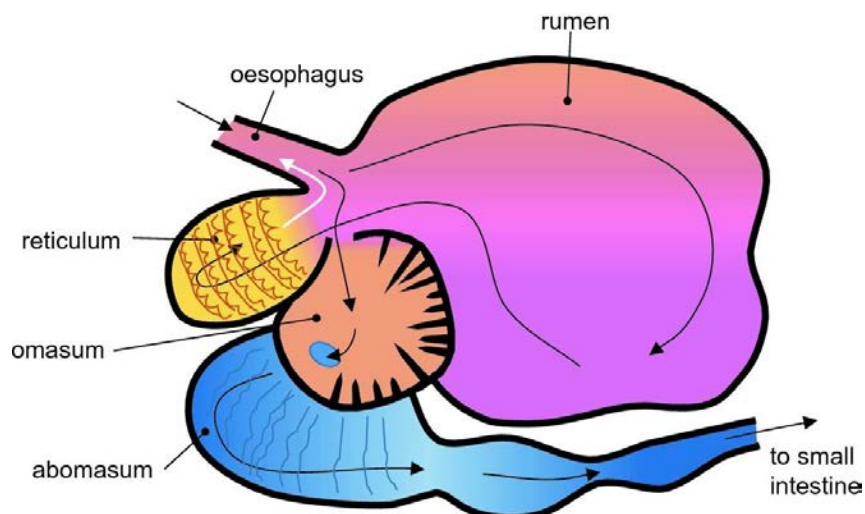
When the goat first eats its feed, it chews it just enough to moisten and swallow it. Then the bacteria in the rumen get to work softening the feed and fiber. This softened food is called the cud, and it is sent back up to the goat’s mouth, where it is re-chewed before going back down into the goat’s stomach to be fully digested.

Chewing cud produces saliva that contains a natural antacid which helps to buffer the rumen. This is important for controlling rumen acidity. Too much acid hinders the growth and function of the rumen bacteria, especially those that digest fiber.

Some of the breakdown products produced through digestion of feed by bacteria are absorbed by the goat through the rumen wall and can supply a large part of the energy needs. The rest of the byproducts of digestion, undigested feed, and ruminal microorganisms flow out of the rumen into the omasum where large feed particles are trapped for further digestion and water is reabsorbed. Material then flows into the abomasum where acidic digestion takes place and then to the small intestine for further enzymatic digestion and nutrient absorption.

Goats need to be comfortable and relaxed to chew their cud, and usually lie down to do it. They can lie down for long periods of time, not to sleep, but just to chew their cud.

Cud-chewing goats are generally healthier. With a well-functioning rumen, goats will digest more of their diet. Pay close attention to whether or not your goats chew their cud. If they are not chewing their cud may be a sign of stress or illness.





**Horns vs. no horns.** There is often strong disagreement between owners on whether or not packgoats should have horns. Most goats are born with horns and because horns contain large blood vessels, they are part of a goat's natural cooling mechanism. Some goats with horns may also be braver around dogs and other predators because they have better self-defense.



However, horns can also be dangerous to humans and difficult to manage at home where they can get caught in fences and feeders. Some shows and fairs do not allow horned goats so be aware of any regulations in your specific area.

Owners must review the pros and cons and decide for themselves whether or not horns are best for their personal situation and preference. The decision whether to remove horns must be made when a kid is only a few days old.

Removing horns from an older goat is neither practical nor humane. Horns are usually removed with a disbudding iron, which burns the horn buds and prevents horns from growing.

Some goats are naturally polled, which means they will never grow horns. Some owners find that it is easier to keep either horned or hornless goats and not mix the two.

### **Horn Safety.**

If you decide to keep horns there are a few important safety issues to keep in mind. Horns can get caught in fences, feeders, farm equipment, other goats' collars, etc. so you must manage your property accordingly.

Horned goats need more space, so gates and doorways must be wider, feeding stations must be further apart, and shelter space must be larger in order to avoid conflicts. Stanchions must be designed to open at the top. Horns can be dangerous so always enforce good personal space when working with horned goats.

Always be aware of where your goat's horns are and be particularly careful to keep your face at a safe distance. Wear eye protection when medicating a horned goat. Do not lead a horned goat directly by the collar because your wrist could get caught between his horns. Teaching and enforcing good manners are important for every goat, but it is especially important if your goat has horns.

Never try to lead or control your goat by the horns. He will probably resist and it could teach him to be aggressive. Teach your goat never to touch people with his horns even by mistake, and in return show him respect by not handling his horns.

It is strongly recommended to use halters for leading and tying horned goats. Halters should always be used in a show setting or any other time your horned goat will be around people and other goats he's not familiar with. This will help with safety and control.

### **Halters.**

If you control the head, you control the goat. Halters are one of the best tools for training and controlling large goats, especially if they have horns. A well-fitting halter and lead help prevent your goat from swinging his head freely and whacking or hooking someone by accident. Halters also allow you to gain control quickly and easily if your goat doesn't want to listen.

Remove halters and collars when you are not with your goats. Goats are inquisitive and playful. Halters and collars can get hung up and cause strangulation or other injury.

## Packgoat Equipment.

- Packgoat specific equipment can be purchased from companies that specialize in it. Research the different types and styles of equipment and talk with goatpackers to see what they prefer and why.
- A saddle must fit the goat properly or it will cause pain and chafing. Your goat may not tell you if the saddle doesn't fit. As prey animals, goats can be very stoic and not show weakness until they can go no further. It is up to you to inspect your goat for chafing or sore spots when removing the saddle, and to watch for subtle behavior changes that could indicate pain.
- Hoof trimmers, brushes, and buckets should be purchased new or sterilized to prevent disease.
- Leads and collars can be found in local pet and livestock stores. Use collars that will break under stress or remove them when goats are unsupervised.
- Goat halters must fit properly.
- Tethers can be made from rope that is 1/2 inch diameter or larger, or from smooth link dog chain. Flat nylon or any type of thin rope, cord, or coated cable are dangerous for tethering. Always attach a tether to the goat's collar and not to the halter!

Your equipment will last a lifetime if you keep it clean, in good repair, and store it in a dry environment away from rodents. Get in the habit of inspecting and cleaning your equipment before and after you use it. Your goat will thank you and your gear won't end up on the ground!

Visit the NAPgA website for a list of goatpacking equipment companies.  
<https://www.napga.org/resources/goats-n-gear/goat-packing-equipment/>

## Packsaddle.

Most saddles consist of two sidebars held together by two crossbucks. The straps can be made of nylon or soft leather. The rump strap (breeching or britchin) should be adjustable and should fit comfortably around the hindquarters. The breast collar should also be adjustable and should preferably have a clip for easy placement and removal. The cinch consists of the cinch straps (also called billets or latigos) and the cinch. Many saddles are double rigged with front and rear cinches. A good saddle supports the load evenly along the goat's back on top of the ribcage, with a channel down the center that provides clearance for the goat's spine. The load should never rest on the shoulder blades, hips, or spine!

Another saddle option is a soft saddle designed for goats. Soft (or flexible tree) saddles fit any goat and have semi-rigid trees that conform to the shape of the goat's back. They have built-in support to distribute weight and keep the load off of the shoulder blades, hips and spine.



## Day Packs.

Day packs are small, lightweight packs without a rigid tree. Day packs for dogs can be modified to fit a small goat provided they do not put pressure on the spine or restrict the shoulders. Day packs should not be cinched tightly because they do not have a rigid tree to protect the spine. Therefore, it is extra important to make sure the panniers are balanced correctly. *These packs are not made to carry a lot of weight.* They make wonderful, inexpensive training packs for starting young goats and carrying small amounts of gear (such as a water bottle and your lunch) on short hikes, but they are not a substitute for proper saddles and should never be used for heavy loads or long, difficult hikes. Soft packs designed specifically for goats are a better choice than packs designed for dogs.



## Panniers.

Panniers are bags made of a durable material such as canvas or nylon that go over the saddle. The panniers are attached to the saddle with straps to help keep them from flying up or off when jumping or laying down. Panniers come in many sizes and are used to carry your gear. Panniers must be weighed after loading to assure they weigh the same on each side. Panniers with unequal weights will pull your saddle to one side, and they will cause your goat to tire more quickly and become sore from unequal pressure. Use a handheld scale to weigh your panniers. Carry the scale in your panniers so as you unload food, water or gear you can re-weigh the panniers to make sure the weight is distributed evenly.



## Training.

Training begins when the goat is born and progresses throughout their lifetime. Do not get in a hurry to put a pack on a young goat. A goat's body isn't fully developed until it is 4 years old. Too much weight too early can injure a goat and/or sour them for packing. The goat's first three years are used to grow and develop. These are the bonding years that make or break a good packgoat. Young goats should be learning manners and skills such as how to behave on a leash, how to act in camp and on the trail, when to eat or not eat, when to rest, how to follow, how to cross water, etc. Once these skills are learned, packing weight comes naturally.



**HINT:** A squirt bottle is a cheap and effective training tool! When a goat is getting into something they shouldn't, obnoxiously getting into your space, or bullying another goat, give them a squirt or two and they will immediately stop doing it. *NEVER* let anyone squirt goats for fun!

## Commands.

The words you use to tell your goat what to do are their commands. Use the same word each time and provide positive feedback when the goat responds so he clearly understands what you are asking him to do. The following are a few examples that you can use for commands. Other words may be substituted provided they are used consistently. Treats (such as peanuts or animal crackers) are a great motivator!

- "Come" is one of the most important commands a goat can learn. For example, if a dog or horse is approaching, you can call "come," or "come goats" to get them to come to you immediately. You can protect your goats more easily if they are by you. If you reward your goat every time he comes he will learn this command quickly.
- "Whoa" is also one of the most important commands you can teach your goat. When you say, "Whoa" your goat should stop all four feet and stand in place. It can be used to make him stop if he moves in front of you on the trail and you want to catch him and move him to the back, or it can be used to tell him to stand still for saddling or hoof trimming. It is never a command to simply slow down. When you say, "Whoa," make sure your goat stops moving completely before rewarding him. If you reward your goat every time he stops he will learn this command quickly.

- “Walk” and “Trot” may be used to teach your goat to go beside you on a leash at these speeds. If a goat stops in front of you on the trail, “Walk” is a very useful command! You can also use it to reinforce a command to cross a “scary” object such as water. Walk and trot commands are essential for anyone interested in training a harness goat.
- “Back” tells your goat to back up. This is useful for making him step backwards out of your space, or for making him back out of a tight spot on a trail.
- “Up” or “Jump” tells your goat to jump onto or over obstacles, such as jumping into a truck bed or over a log.
- “Load up” is often used for telling a goat to get into a truck or trailer.
- “Give” or “Foot” are for telling your goat to pick up his feet.



### **Obstacles.**

Training your goat to complete obstacle courses is fun and it helps him learn trust and obedience. Packgoat projects may require students to complete an obstacle course at the end of the year. Obstacles may vary in their construction but should consist of skills that a packgoat might encounter on the trail.

Obstacle examples:

- |                      |                                       |                              |
|----------------------|---------------------------------------|------------------------------|
| • Walk through water | • Cross a bridge                      | • Cross a teeter totter      |
| • Jump over a log    | • Jump onto a platform                | • Walk over a tarp           |
| • Walk over a tire   | • Weave between cones on a loose lead | • Walk through a distraction |

### **Hauling your goats.**

Transportation options include horse and livestock trailers, truck canopies, metal cages with a cover, or even the back of an SUV.

No matter how you haul your goat be sure there are:

- no sharp objects or edges that can injure your goat
- good ventilation
- bedding to absorb urine
- room for goats to stand or lie down
- protection from the weather and flying debris

Tires on trailers should be large (not the tiny trailer tires) so your goats will have a better ride.

The comfort of the goats is paramount. If you travel more than 4 hours don't expect your goats to be able to jump out of the trailer and pack efficiently for you. Your goats may or may not lie down while traveling and their ride isn't going to be as smooth as yours.

Plan for roadside emergencies. Carry hay and water for the goats. Be sure your vehicle and trailer are in good repair. Carry an emergency kit bag filled with items you may need (blanket, snacks, water, flashlight, etc.)



## How many miles a day of driving distance?

400 miles per day is a good average distance. Make at least one of the stops during the drive (approximately half the distance you will travel) at a location you can unload the goats and lead them around or leave them in the trailer and allow them to relax without the trailer moving. They need a break just like you do.

## Day Hikes.

Always let someone know where you will be and when you expect to return.

Trails are everywhere, from easy walks near your home to challenging mountain climbs and everywhere in between! Day hikes take less planning than multi-day backcountry hikes but they still require some basic planning, especially in case of an emergency on the trail. You can haul your goats to a location, hike all day and then head back home for the night. Camp at a trailhead or campground, using it as your base camp, then hike out each day to different destinations. Before setting out, check to be sure livestock is permitted.



*\*Before and after each hike check your goat for lameness, soreness, or unusual attitude changes. Check hooves for rocks, bruising, or cracks, and if the goat has carried a saddle check their back and girth area for sore spots.*



## Overnight and Long-Distance Hikes.

Always let someone know where you will be and when you expect to return.

These hikes take more time for planning, preparation, and preparedness. Conditioning yourself and the goats for overnight and long-distance hiking is paramount. Expect and anticipate so you are fully prepared in case of an emergency.

## Service Projects.

From mountain trails to seaside beaches and everywhere in between, your goats make service projects fun *and* easier! Plastic trash cans or square buckets placed inside your panniers allows you to carry chainsaws and sharp trail clearing gear without hurting your goat's sides or damaging your panniers.



## Trail Etiquette.

- When hiking popular trails keep your goats on a lead. You will run into people with dogs and riders on horseback. It is important to keep your goats under control at all times for their protection and as a courtesy to other hikers.
- Horses have the right-of-way on trails. Always move off trail on the *downhill* side when encountering horses and do not hide behind trees or bushes. Stay fully visible, alert the rider to your presence, and tell them you have goats.
- Be sure to follow posted rules. When convenient, bring garbage bags in your panniers so you can clean up trash. This is one of the ways we can say "Thank You!" to those who maintain these trails.
- You will find you are stopped frequently by other hikers and asked about your goats. Goats, like puppies, kittens and babies, are excellent conversation starters! Be courteous and take time to answer questions and educate people. It's a great way to promote goat packing!
- If you encounter a dog, make sure your goats are leashed even if the dog is under control. If the owner asks to let their dog sniff your goats, politely decline. If a dog approaches your goats, tell the owner to remove it. Domestic dogs are a goat's #1 predator at home and on the trail. Goats are also prone to attack strange dogs, so always be mindful and cautious during dog encounters.

## Above all else, have fun!

Goats are intelligent and love to interact with you! Teaching your goats tricks is one way to develop a deeper bond. They can be taught commands such as "Shake hands," "Spin," "Kneel," "Dance," and more! The more time spent bonding with your goat the better it will work with you on the trail.

Treats can be a great motivator! Goats will do almost anything for a treat once they understand what you want. Of course, being the extremely intelligent animals they are, goats will try to get the treat without having to do anything, so be mindful in your training techniques and never reward unwanted behavior. For example, if your goat offers to "shake hands" when you did not ask, do not reward him or you will teach him to paw your leg.



## Equipment for you.

Whether you are day hiking or heading into the back country there are certain items you need for safety, survival and basic comfort. You'll probably never fully appreciate the value of the "Ten Essentials" until you *really* need one of them!

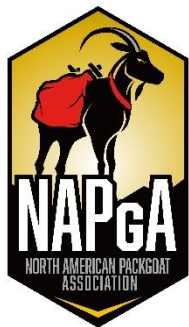
1. **Navigation:** map, compass, altimeter, GPS device, personal locator beacon (PLB) or satellite messenger
2. **Headlamp:** plus extra batteries
3. **Sun protection:** sunglasses, sun-protective clothes and sunscreen
4. **First aid:** including foot care and insect repellent (as needed)
5. **Knife:** plus a gear repair kit
6. **Fire:** matches, lighter, tinder and/or stove
7. **Shelter:** carried at all times (can be a light emergency bivy)
8. **Extra food:** Beyond the minimum expectation
9. **Extra water:** Beyond the minimum expectation
10. **Extra clothes:** Beyond the minimum expectation



**Always carry a whistle.** The sound from a whistle will carry a lot further than your voice. Three loud, short blasts on your survival whistle, each lasting approximately three seconds. Give yourself a few seconds after you've completed the three-blast pattern, and then repeat this as long as you can to give yourself the best chance of being heard.

Nearly anywhere in the world, if your three blasts caught someone's attention, they would recognize it as a call for "help" and you dramatically increase your chances of being located and making it out alive.





## Best Management Practices (BMP'S)

The BMP document is a living document which is open to editing and updating as needed. NAPgA created the BMP's to establish responsible common-sense guidelines for goatpacking. They are not intended to be overly restrictive or to discourage packgoat use in any way or in any location. NAPgA will use best available science as a guide in which to measure and develop the BMP's to address wildlife and other resource concerns.

### **BMP#1: INDIVIDUALLY IDENTIFY YOUR PACKGOATS**

Each packgoat shall be individually identified. Each goat shall have a collar with a tag attached to it containing, at a minimum, the current owner's name and phone number.

Packgoats may be identified with a tattoo or microchip which is specific to each individual goat in conjunction with a collar.

Tattoos containing the individual packgoat's Scrapie Herd Number & ID or an official Scrapie ear tag may be used in conjunction with a collar.

### **BMP#2: CONTROL**

All packgoats shall be under direct human supervision at all times. They shall be on leads or have leads attached to their collar/halter.

In camp all packgoats shall be in direct sight or tethered in some fashion (picketing, high lining, etc.).

All packgoats shall be tethered at night within 30 feet of humans and bells will be attached to their collars.

### **BMP#3: SEPARATION**

Goatpackers shall minimize packgoat contact with wildlife.

### **BMP#4: LOST PACKGOAT**

If a packgoat becomes lost every effort will be exhausted to locate and recover it.

If the owner is unable to locate and recover the lost packgoat the following agencies shall be contacted by telephone as soon as possible.

Information given should include a detailed description of the packgoat (size; color; ears erect, hanging or none, horned or not), any equipment they are carrying and the last known location. A photograph of the packgoat, if possible.

The local County Sheriff's office. Call 911 or the non-emergency line to dispatch of that county. Most hikers, hunters, land owners or citizens will call the sheriff's office first if they find a lost pack stock animal.

The state's Department of Fish and Game.

The local land management agency responsible for the area where the packgoat was lost. (Forest Service/BLM/DNR).

Post information, including photos if available, at convenience stores, trail heads and camp grounds with owners contact information, goat and gear descriptions.

Contact the North American Pack Goat Association (NAPgA) to report the loss. NAPgA will maintain a documentation file on all lost pack goats. NAPgA will request an initial report as well as an after-action report from the packgoat's owner/user. The information will be used for documentation as well as continued training and educational awareness training for pack goat users.

### **BMP#5: LEAVE NO TRACE**

Leave No Trace principles are strongly encouraged.

Leave No Trace principles are found on this website: <https://lnt.org/learn/7-principles>

## **Packgoat Class Divisions**

The groups are a suggestion and may vary from show to show. Do what is best for your show.

### **Showmanship: Divided by the age of the Exhibitor**

- Kinder: Ages 5 to 7 years old
- Junior: Ages 8 to 10 years old
- Intermediate: Ages 11 to 13 years old
- Senior: Ages 14 to 18 years old

### **Conformation: Divided by the age of the Packgoat.**

Classes could possibly be divided between wethers and does. Bucks should not be shown as packgoats.

- Class 1: Goats born after January first of the current year.
- Class 2: Goats born between January 1st and December 31st of the previous year
- Class 3: Goats 2 years old and over

### **Obstacle Course: Divided as follows.**

- Class 1: Packgoats 6 months to 1 year old (It is not recommended that packgoats under 6 months old participate on the obstacle course.) They can, however, be shown in showmanship and/or conformation.)
- Class 2: Packgoats 1 to 2 years old
- Class 3: Packgoats over 2 years old

This class could be subdivided to show older animals according to the exhibitor's experience or project level they are currently working on. (see "Packgoat Project Requirements" for details)

- Level One
- Level Two
- Level Three
- Level Four
- Level Five
- Level Six

## Showmanship Class

Packgoat Showmanship can be done during the regular showmanship classes or in a packgoats only class. Youth are scored in Showmanship Class on their ability to show the packgoat to its best advantage and on their goat knowledge. They may also be asked packgoat specific questions.

All breeds of packgoats are usually shown in traditional dairy goat style with a chain or leather collar (or combinations thereof).

*It is strongly recommended that horned goats be shown in a halter and lead for safety reasons.* If a halter and lead is used, the halter should be well fitting. The lead should be coiled or folded and not drag on the ground.

The packgoat should be clean and well groomed. Their feet should be neatly trimmed and filed. A packgoat does not need to be clipped.

Exhibitors need to wear appropriate clothes to show their packgoats. Check the dress code for the show you are participating in.

In showmanship, the exhibitor is judged on how well the packgoat is groomed and shown. The goat should be shown in a way that the judge can see it at its best. The Judge may look for an exhibitor that recognizes their goat's weaknesses and shows them in a way to overcome those weaknesses. Exhibitors may even be asked to switch goats to show how well they handle different goats. The judge may test your knowledge and ask you questions about your packgoats. Be prepared to answer any questions quickly and efficiently you may be asked.

Things to Remember:

- Cooperate with show officials and learn the show rules.
- Be prepared and willing to answer questions from the judge and show visitors. Remember, you are a Packgoat Ambassador!
- Handle your packgoats with dignity, pride, and gentleness both in and out of the show ring.
- Be courteous to the judge and your fellow competitors.
- Restrict your conversations in the ring for responding to the judge or show officials. If you have questions about the judging, please wait until after the showing is finished to ask the judge.
- Show your packgoat the entire time you are in the ring, until the Judge has given reasons and the class has been dismissed.
- Be gracious of the judge's opinion. Remember that the placings at a show are one judge's opinions of how a certain group of animals compare to each other on a certain day.
- Smile, have fun and enjoy yourself! That's part of showmanship!

## Conformation Class

The conformation part of the show is specifically judged on the packgoat's feet and legs, strength of topline, structural correctness, muscle tone and the attitude of the packgoat. Mammary systems and correct number of teats are not judged on pack animals.

Packgoat showmanship can be done during the regular showmanship classes or in a packgoats only class. All breeds of packgoats are shown in traditional dairy goat style.

Goats may have horns or be polled/disbudded. There shall be no discrimination between horned or no horns.

Goats may be led with a halter or collar. There shall be no discrimination between their use. *It is highly recommended that packgoats with horns be shown in a halter for safety reasons.*

The packgoats will be separated in this class by age groups as follows:

Kid	Born in January current year to date
Yearling	Born January thru December previous year
Age 1 year & under	
Age 2 years & older	

The youth will take his or her packgoat into the ring with other similar aged packgoats and will follow instructions given by the judge. The judge will look the animals over and score them on the score sheet with a total of 100 points possible. Top placings will be given to those with the highest score.

NOTE: When breaking down your age groups, do what is best for your program.

## Course Class

Throughout the year, youth should be working with their packgoats so that when it comes time for the show, they will be able to work together as a team. The packgoat should be cooperative and be able to go through the packgoat course with ease.

Exhibitors need to wear appropriate clothes to show their packgoats. Check the dress code for the show you are participating in.

Goats may have horns or be polled/disbudded. There shall be no discrimination between horned or no horns.

Goats may be led with a halter or collar. There shall be no discrimination between their use. *It is highly recommended that packgoats with horns be shown in a halter for safety reasons.*

The youth will be judged on how he or she handles and moves the packgoat through the course. If multiple goats are shown by one exhibitor each combination will be judged separately.

A scorecard is given to the judge with the youth's name (or number) and the goat's name. If multiple goats are shown by one exhibitor, each combination will be judged separately.

Prior to the event, each of the youth can go over the packgoat course print out. Youth have one opportunity to "walk the course" with the judge to ask any questions. This the ONLY time youth may ask how an obstacle is completed. During judging they may not ask.

Obstacles should mimic obstacles or situations found on the trail.

To begin the course, the youth and packgoat will stand at the beginning of the course. Leads should not be so long that they drag on the ground.

When the judge gives them permission to begin they will start with obstacle 1 on the course print out and end with the last obstacle.

As the packgoat accomplishes each obstacle, the judge will write a score on the score sheet.

Competitors are expected to complete each obstacle in a timely fashion. A goat that takes too long will be asked to move on to the next obstacle.

A goat that is persistently uncooperative throughout the course may be asked to leave the ring. A goat may also be excused from the ring if it appears unsound, unwell, or exceptionally unhappy (screaming, lying down, head butting, dragging its handler, etc.)

Youth may lose points for a tight lead (the goat should walk willingly, or if the goat does not do the obstacle correctly. Obstacles are to mimic actual trail experiences.

When the packgoat finishes the last obstacle, the youth and packgoat will meet the judge for questions and answers. This will be the time when the judge will talk with the youth about his or her packgoat and ask questions about the project. Questions can vary from what they fed the animal, the experience on any trails, conformation, about equipment used for packing, etc.

Placings will be determined by final scores.

NOTE: Certain obstacles can be "weighted" on the score card to help break ties.

## PACKGOAT PROJECT REQUIREMENTS

The most important attributes for every competitor are good sportsmanship and a pleasant, workmanlike attitude.

### **Year-end project requirements:**

At the end of a project year, you and your goat will be required to demonstrate the teamwork you have built together. This will consist of completing an obstacle course which simulates obstacles and skills needed on the trail.

**Judging Order:** Youth enrolled in the packgoat project will be judged first.

If the youth leaders allow it, there is time available and if the judge agrees to judge: youth not enrolled in the packgoat project will be permitted to take their goats through the obstacle course. (this allows all youth to try the obstacle course and may bring new youth to the packgoat project program)

Whatever your breed of goat may be, you want to have a correct and sound goat that will be able to work hard. They need to not only be physically fit but to have correct conformation. Conformation is the structure of the packgoat's body. The structure of the goat greatly affects its effectiveness to perform work.

### **Standard Size Goats**

(Over 30" at withers at 4 years of age)

Under 1 year of age	No panniers
Over 1 year - Under 2 years	Empty panniers
Over 2 years - Under 3 years	10# in panniers
Over 3 years - Under 4 years	20# in panniers
4 years and up	30# in panniers

### **Small Size Goats**

(Maximum 30" at withers at 4 years of age)

Under 1 year of age	No panniers
Over 1 year - Under 2 years	Empty panniers
Over 2 years - Under 3 years	5# in panniers
Over 3 years - Under 4 years	8# in panniers
4 years and up	10# in panniers

## **1<sup>st</sup> Year Requirements**

*1st year goats must be a minimum of six months old.*

**Leading:** For the first year your goat will not be required to wear a pack. He will, however, be expected to lead willingly with either a halter or collar and 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 skill to teach your animal. On the trail a stubborn goat will not only waste your time but can also be dangerous and will make your packing experience unpleasant.

**Start and Stop commands:** The goat must know the commands to start and stop. You should not have to drag on the lead. The goat should respond obediently to a verbal cue and a small tug on the leash.

**Trust:** A tarp or bridge can be used to demonstrate trust and obedience. It is important for your goat to lead wherever he's asked to go on the trail. By teaching him to walk over an unfamiliar surface it helps

“desensitize” him and learn to follow you over unusual footing. Your goat should not plant his feet when asked to walk over but should move forward willingly.

**Pick up foot:** The second requirement for your first-year goat is to stand quietly while you pick up his feet. The goat should willingly pick up all four feet and be still and cooperative while you handle them. This skill comes in handy if your goat ever gets a rock or stick lodged between his toes on the trail.

## 2<sup>nd</sup> Year Requirements

*2nd year goats must be a minimum of 18 months old. Must complete 1<sup>st</sup> year requirements as well as the following:*

**Wear pack saddle and panniers:** They will be required to wear a pack saddle with empty panniers **or** an empty day pack. This demonstrates that your goat is accustomed to the saddle and pack and has learned how to move with this equipment on his back. No weight is allowed at this time because the goat is still young and growing.

**Jump over command:** Packgoats must be athletic on the trail and will often be confronted with fallen logs they must jump over. Your goat must willingly jump an obstacle 18 inches high.

**Ledge jump:** Your goat must jump onto a 2-foot ledge or platform. Packgoats must learn to load into trailers and onto trucks, and trails often have natural ledges. Jumping onto ledges is a very natural behavior for a goat so he should perform this obstacle smoothly and easily.

**Tie:** Walk your goat over to a post and tie him to it with a slipknot or similar secure knot that can be quickly untied in an emergency. Reach into the first pannier, then walk around to the other side and reach into the second pannier. Your goat should stand still while you handle the panniers and walk around him.

**Whoa/Stand:** Stop your goat in a designated area, drop his leash on the ground and give him the command to stand still (usually “whoa” or “stand”). Step three feet away from your goat and walk a circle around him. Your goat should not move his feet while you walk around him.

## 3<sup>rd</sup> Year Requirements

*3rd year goats must be a minimum of 2 years old. Must complete 1<sup>st</sup> – 2<sup>nd</sup> year requirements 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** day pack with equally distributed weight of approximately 5% of your goat’s body weight (see chart at top). This shows that your goat can be athletic while carrying extra weight.



**Trot:** It is sometimes important for your goat to run with you on the trail, such as when rushing to get out of a thunderstorm. Your goat should trot willingly without the need to tug constantly at the halter or slap him with the leash. The goat should trot in a straight line for at least 20 feet.

**Back up:** Your goat will be required to know the **back** command. Lead your goat to a marker and stop. Gently tug the halter while giving a vocal command to back up. The goat should back up in a straight line. The goat should back up a minimum of five steps and should do it in a fluid motion without stopping between steps.

**Remove and replace pack:** Tie your goat to a post with a quick release knot. If using a full pack saddle with panniers, simply remove the panniers from the saddle and replace. If using a day pack, remove the entire pack and replace. The goat must stand still while the panniers or saddle are being removed and replaced. Having goats that stand still for saddling is extremely important on the trail!

#### 4<sup>th</sup> Year Requirements

*4th year goats must be a minimum of 3 years old. Must complete 1<sup>st</sup> – 3<sup>rd</sup> year requirements as well as the following:*

**Wear a full pack saddle:** No day packs will be allowed in the 4th year. The goat must wear a full pack saddle with panniers and carry approximately 10% of his body weight.

**Jumps:** Two jumps will be required at this level. The first will be set at 18 inches and the second at 2 feet. The goat must complete both willingly without knocking them down.

**Back up around a turn:** Your goat should willingly back around corners. Stop your goat at a marker and back him up in a straight line to a second marker where you must turn him and continue backing. You should back up a minimum of five steps before and after the turn.

**Water:** Walking through water is an important skill on the trail. Most goats do not like water and will try to jump small creeks and streams but jumping will not work when you come to a wider river. Your goat will need to get his feet wet! For the obstacle in the packgoat program you will need to make your goat walk through a pool of water. A pool will be set up with water 3-8 inches deep. You may walk through the pool with your goat or walk beside it while he walks through. The goat should not balk at the pool but should step in willingly.

**Teeter-Totter:** The teeter-totter demonstrates trust and your goat's ability to maintain his balance on unsure footing. For this obstacle, walk your goat up and over the teeter-totter. You should walk beside the teeter-totter, *not* on it as this could throw off the balance and cause an accident.

#### 5<sup>th</sup> Year Requirements

*5th year goats must be a minimum of 3 years old. Must do 1<sup>st</sup> – 4<sup>th</sup> year requirements as well as the following:*

**Wear a pack saddle and panniers with weight:** Your goat will be required to wear a pack saddle with equally distributed weight of approximately 15% of his body weight in the panniers.

**Back up around two turns:** Your goat will be required to complete two turns—one to the right and one to the left—while backing up. The back-up course may be marked out with cones or poles. The goat must back at least five steps between turns.

**Trot and weave:** Your goat must complete a series of at least three weave cones at a trot. This demonstrates compliance to the halter at faster speeds.

**Weave poles:** Pack goats must learn to maneuver their packs between trees and other obstacles on the trail. A careless goat is hard on panniers! Weave your goat between a series of at least four poles set close together but still far enough apart that the goat can avoid brushing them. Your goat should follow you through the poles without knocking into them with his panniers.

### **6<sup>th</sup> Year Requirements**

*6th year goats must be a minimum of 3 years old. Must do 1<sup>st</sup> through 5<sup>th</sup> year as well as the following:*

**Wear a pack saddle and panniers with weight:** Your goat will be required to wear a pack saddle with equally distributed weight with approximately 15% of his body weight in the panniers.

**Load in a truck:** Your goat will be required to load into a full-sized truck bed. Loading without a step is preferable, but since your goat is carrying a loaded pack, a step may be used.

**Walk-under:** Your goat should demonstrate an ability to crouch down and walk under a low obstacle without hitting his pack saddle. Large goats may need to walk on their knees. It is not unusual to encounter a fallen log on the trail that the goat cannot cross over but must walk under. He should be able to do this without getting hung up.

## Packgoat Skills Checklist

Name: \_\_\_\_\_

Mastering these pack goat skills will provide a solid foundation upon which the member may build. To achieve success in this project the skills listed below will help youth leaders know what to teach and youth members to know what they need to learn. Have your leader initial and date each skill as completed. Each level may take more than one year to complete.

	Date Completed	Approved By
<b>Level 1</b>		
1. Identify the parts of the packgoat.	_____	_____
2. Learn how many stomach compartments a goat has and name them.	_____	_____
3. Learn the normal vital signs of a goat; temperature, pulse, respiration, and rumen sounds.	_____	_____
4. What are the 3 features that make an animal a ruminant?	_____	_____
5. What is a cud and why do ruminants chew their cud?	_____	_____
6. Identify the parts of the pack saddle.	_____	_____
7. Learn what mental and structural attributes to look for when you are choosing a packgoat prospect.	_____	_____
8. Learn the dietary requirements of a packgoat and how it differs from other goats.	_____	_____
9. Demonstrate that you can lift your goat's hooves and how to groom them.	_____	_____
10. Learn about permanent identification for your goat. List 3 ways to permanently identify your goat. Show or tell how your goat is identified.	_____	_____
11. Learn about urinary calculi and how a proper diet can help prevent it.	_____	_____
12. Learn about different goat vaccinations and why they are important.	_____	_____
13. Learn about FAMACHA.	_____	_____
14. Demonstrate proper saddling of your goat.	_____	_____
15. Weigh your goat. Learn what percentage of your goat's body weight it can carry and how many pounds that is.	_____	_____
16. Tell why the panniers should be equal in weight and demonstrate how to weigh your panniers.	_____	_____
17. Demonstrate a quick release knot.	_____	_____
18. Learn to and demonstrate how to properly coil and hold a lead rope.	_____	_____
19. Demonstrate that your goat can walk with a loose lead.	_____	_____
20. Demonstrate that your goat can walk over/through fallen branches or logs.	_____	_____
21. Demonstrate that your goat can load into a trailer or truck.	_____	_____
22. Learn the proper trail etiquette to follow when the goatpacker meets other livestock, hikers, or recreational vehicles on the trail.	_____	_____
23. Learn what to do if you encounter a loose dog(s) on the trail.	_____	_____
24. Develop "Minimum-impact" or "Leave No Trace" camping skills.	_____	_____
25. Learn the North American Packgoat Association's Best Management Practices.	_____	_____
26. Learn the best clothing and equipment for goatpacking. Make a checklist for a day trip.	_____	_____

- [illegible]

Date Completed  
Approved By

- [illegible]

27. Participate in an overnight pack trip. Leave your itinerary with an adult who is not going.

### Level 3

1. Learn about pack animal regulations at several packing areas. Have these regulations changed in the last 20 years?
2. Plan an extended pack trip for a group. Develop equipment lists, menus, gather maps and plan an itinerary. Decide which group member is going to be responsible for what.
3. Participate in an extended goat-packing trip. Leave your itinerary with an adult who is not going.
4. Learn how to make water safe to drink. Learn how to use a water filter and water purifier. Learn the difference between a filter and a purifier.
5. Gather several types of pack equipment (saddles, panniers, tents, stoves, water filters and purifiers). Test and rate each.
6. Demonstrate the use of a GPS system with a topographical map.
7. Learn the difference between poisonous and toxic plants.
8. List 3 different plants that are poisonous to goats and found in your area.
9. List 3 different plants that are toxic to goats and found in your area.
10. List 3 different symptoms your goat may exhibit if it has eaten something poisonous.

Date Completed	Approved By

## **Recommended Resources**

### **North American Packgoat Association – website [www.napga.org](http://www.napga.org)**

The NAPgA website has a tremendous number of resources available on their website.

Designing an obstacle course; packgoat breeders and breeder's code of ethics; packgoat buyer's guide; packgoat equipment manufacturers. FAMACHA training, flyers and handouts including the NAPgA Resources trifold which lists 2 full pages of packgoat resource information; numerous articles on topics like nutrition, saddle fitting, urinary calculi and more; legal/land use documents; the NAPgA Rendezvous and more!

### **Field First Aid For Goats “A Portable Guide to Health Care for Your Goat”**

by Alice Berberness and Carolyn Eddy

### **Practical Goatpacking**

by Carolyn Eddy

### **Diet For Wethers: A Guide to Feeding Your Wether for Health and Longevity**

by Carolyn Eddy

### **The Pack Goat**

by John Mionczynski

Written by the man who is widely recognized as the originator of goatpacking in America.

### **Your Goats: A Kid's Guide to Raising and Showing Goats**

by Gale Damerow

Excellent book written for kids ages 9 and up explains everything children need to know to safely and successfully raise and show their own goats. Written in age-appropriate language.

### **Storey's Guide to Raising Dairy Goats**

by Jerry Belanger and Sara Thompson Bredesen

Excellent information for all goat owners with detailed information on husbandry, housing, feeding, fencing and more.

### **Goat Medicine, 2nd Edition**

by Mary C. Smith

## Leader Notes

- Items for Judge:

All classes: Clipboard, pen/pencil, score sheet, sheet of blank paper.

Course Class: Cellphone or stopwatch to time the course.

Have the Ring Steward or a Scribe do the timing so the judge can watch the exhibitor.

- Leave positive feedback on judges you like on the NAPgA Discussion Group Facebook page. This will help other leaders find good judges.
- When breaking down your age groups, do what is best for your program.
- Goats may have horns or be polled/disbudded. There shall be no discrimination between horned or no horns.
- Goats may be led with a halter or collar. There shall be no discrimination between their use. *It is highly recommended that packgoats with horns be shown in a halter for safety reasons.*
- If horned goats are not permitted to be shown at a fair or other event, another option would be a year-end pack trip, youth making posters and giving a presentation on a topic, or other alternatives.



## Judge's Guide to Judging Packgoats

### Showing the Packgoat:

There are three sections to showing the packgoat: Showmanship Class, Conformation Class and Course Class. Oral reasons should be given in each section.

**General Youth Judging:** If necessary, get down to the child's eye level. With 5–8-year-old youth, kneel down when asking questions if necessary and ask them questions you know they will know (eyes, ears, back, hooves, knees, etc.).

*Make it a positive experience for all ages.*

When giving oral reasons always end with something positive in all three sections. *Every youth and every goat have at least one good trait.*

## ORAL REASONS

### Conformation Class:

The decisions a judge makes must be supported with reasons. When giving reasons the judge needs to:

- Have in mind a clear picture of the whole class
- Know desired qualities and standards
- Select the top and bottom animals first, then place the middle animals
- Review placing decisions
- Make notes on strong and weak points for each animal to help when giving reasons
- Have the goats move into place with your 1<sup>st</sup> goat in front, followed by the 2<sup>nd</sup>, 3<sup>rd</sup>, etc.
- Keep in mind that decisions are based on how this group of goats *compare to each other today*, not what is expected of them in the future or how well any did in previous competitions.

The following approach is recommended:

1. Look at the group, speak up, be clear and to the point.
2. Begin by stating what class is being judged and how you placed it.
3. Tell all the good points of your top animal.
4. Be fair and point out any faults of your top animal.
5. Compare your first animal with your second-place animal, using positive terms.
6. Give some of the good points about the second-place animal as well as some weaknesses.
7. Compare subsequent goats 3<sup>rd</sup> to 4<sup>th</sup>, 4<sup>th</sup> to 5<sup>th</sup>, etc.
8. Tell why the last goat was placed last but mention some positive attributes.

### Showmanship Class:

Packgoat showmanship can be done during the regular showmanship classes or in a packgoats only class. All breeds of packgoats are shown in traditional dairy goat style. *It is highly recommended that packgoats with horns be shown in a halter for safety reasons.*

The packgoat should be clean and the hair around the hoof should be trimmed. A packgoat does not need to be clipped.

Youth are scored in Showmanship Class on their ability to show the packgoat to its best advantage and on their goat knowledge. They may also be asked packgoat specific questions.

*Make it a positive experience for all ages.*

### **Course Class:**

Throughout the year, youth should be working with their packgoats so that when it comes time for the show, they will be able to work together as a team. The packgoat should be cooperative and be able to go through the packgoat course with ease.

The youth will be judged on how he or she handles and moves the packgoat through the course.

Goats may have horns or be polled/disbudded. There shall be no discrimination between horned or no horns.

Goats may be led with a halter or collar. There shall be no discrimination between their use. *It is highly recommended that packgoats with horns be shown in a halter for safety reasons.*

A scorecard is given to the judge with the youth's name (or number) and the goat's name. If multiple goats are shown by one exhibitor, each combination will be judged separately.

Prior to the event, each of the youth can go over the packgoat course print out. Youth have one opportunity to "walk the course" with the judge to ask any questions. This the ONLY time youth may ask how an obstacle is completed. During judging they may not ask.

Obstacles should mimic obstacles or situations found on the trail.

Youth may lose points for a tight lead (the goat should walk willingly, or if the goat does not do the obstacle correctly).

To begin the course, the youth and packgoat will stand at the beginning of the course. When the judge gives them permission to begin they will start with obstacle 1 on the course print out and end with the last obstacle.

As the youth and packgoat accomplish each obstacle, the judge will write a score on the score sheet (with a total of 100 points possible).

Obstacle events are known to drag on if obstacles are not completed in a timely fashion. While it is important to provide a supportive training atmosphere, it is equally important to keep in mind that this is not a clinic! People's time is valuable. A competent handler with a willing goat should not usually take more than few seconds to complete each obstacle. If a goat balks or becomes uncooperative, a timer is applied. The competitor is informed that they have 30 seconds to work with their goat. If the goat obeys during the 30 seconds, then they are allowed to complete the obstacle. However, if the time runs out and the goat is still uncooperative the competitor will be asked to move on to the next obstacle. A point or two should be awarded for the attempt. A score of zero is reserved for competitors who entirely skip over an obstacle.

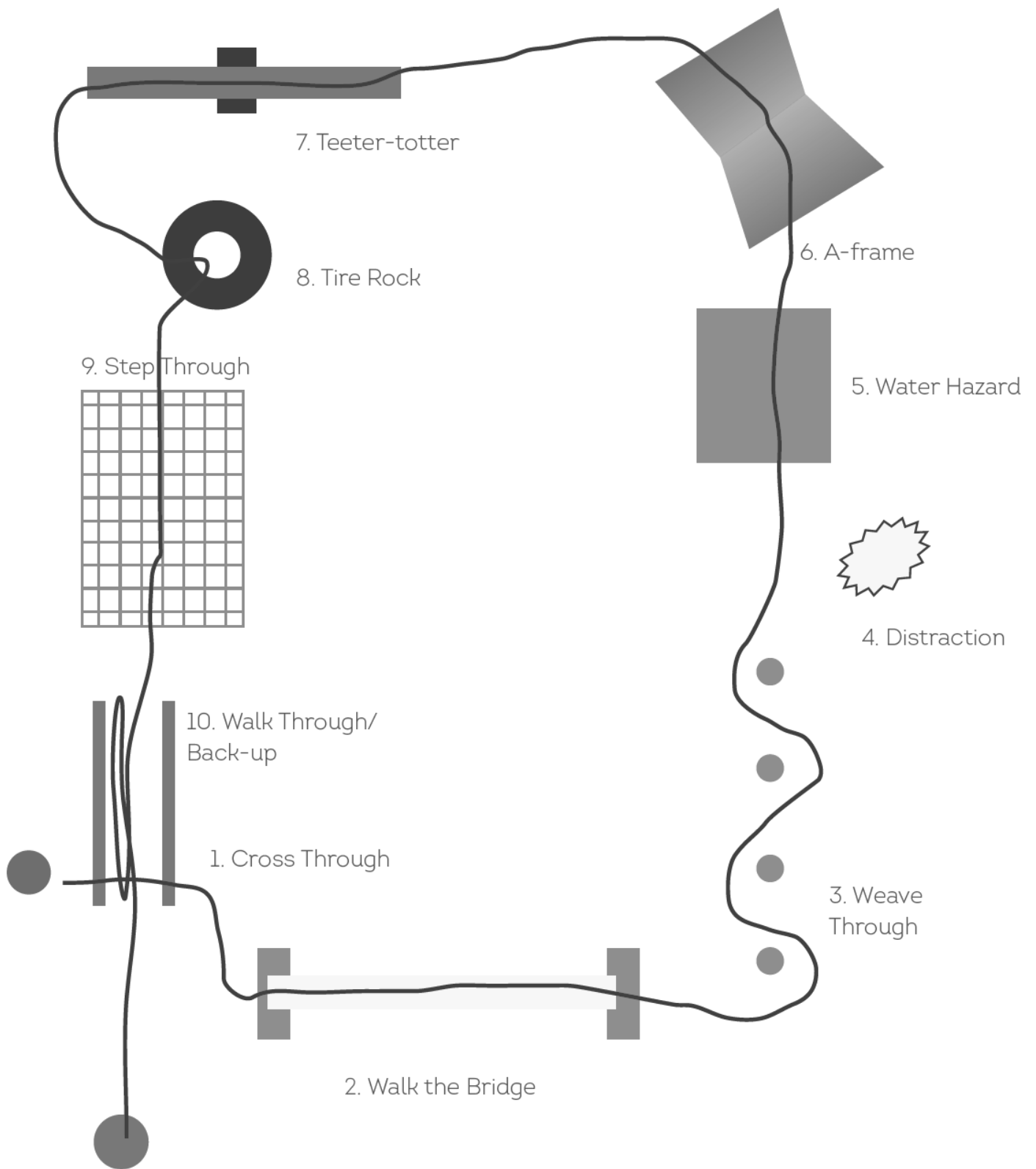
Overall course time should be kept so in the event of a points tie, the faster course time determines the winner.

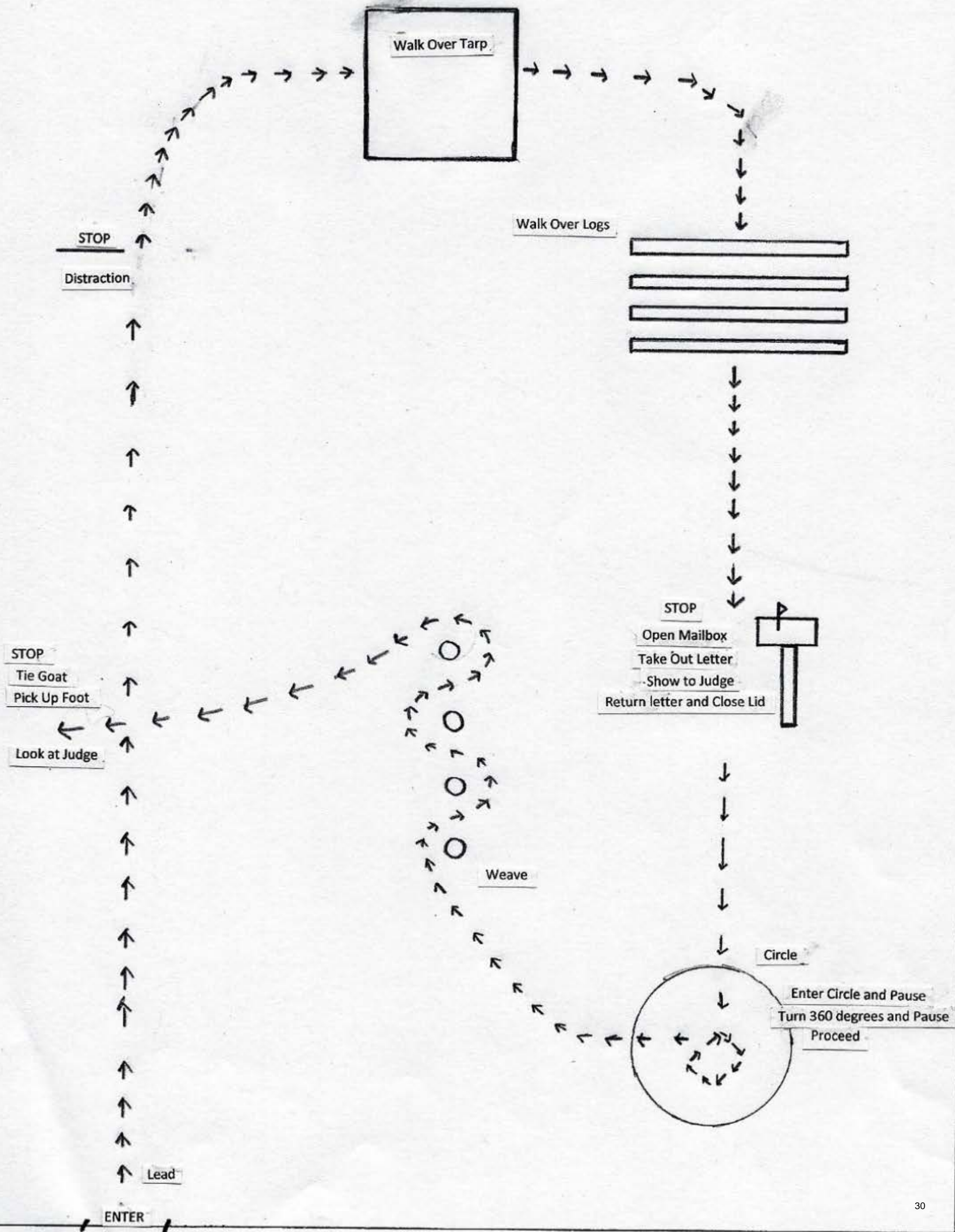
If a competitor's goat is persistently uncooperative throughout the course, they may be asked to leave the ring. A competitor may also be asked to leave the ring if a goat appears unsound, unwell, or exceptionally unhappy (screaming, lying down, head-butting, dragging its handler, etc.). Competitions should be fun and engaging, not torturous!

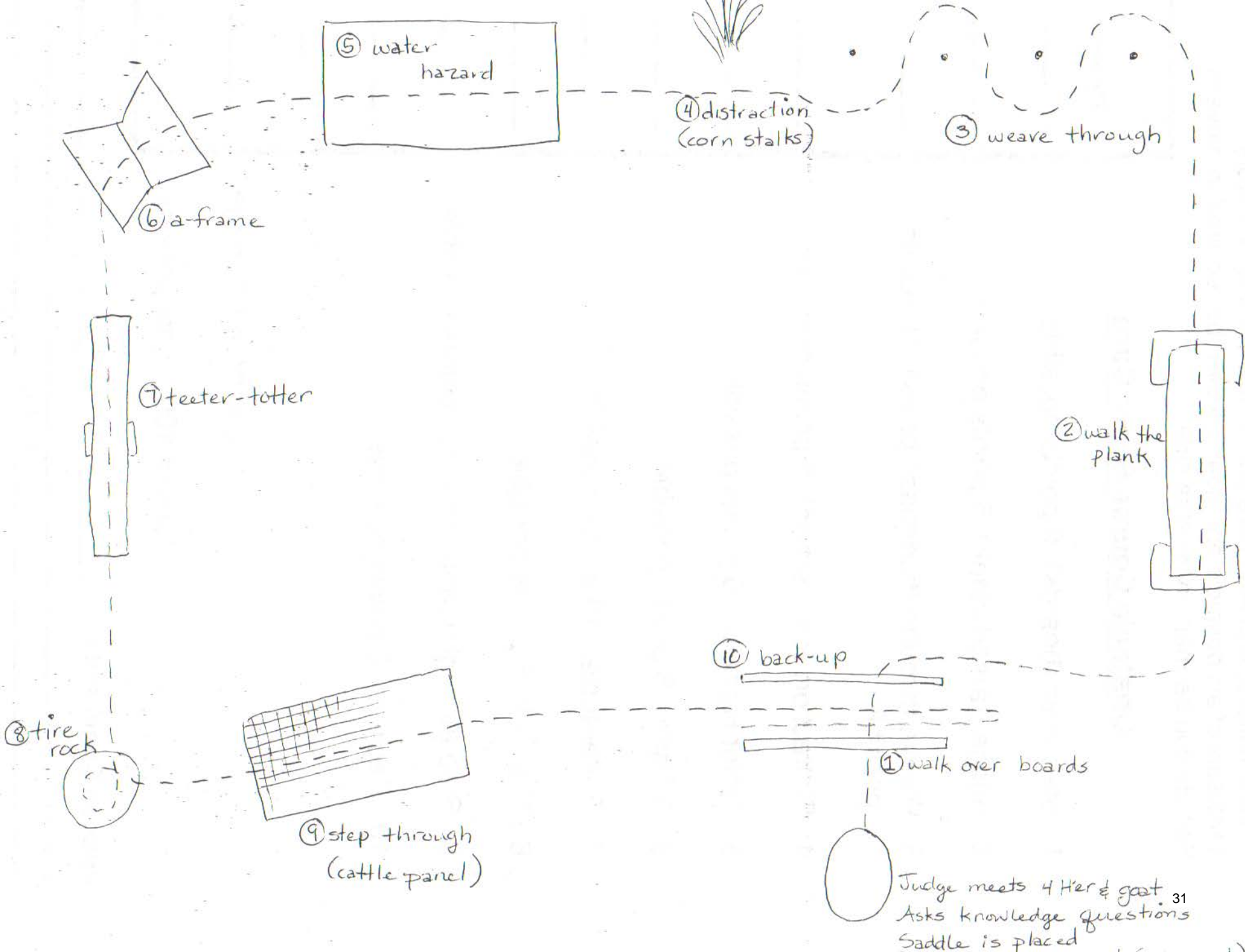
When the packgoat finishes the last obstacle, the youth and packgoat will meet the judge for questions and answers. This will be the time when the judge will talk with the youth about his or her packgoat and ask questions about the project. Questions can vary from what they fed the animal, the experience on any trails, conformation, about equipment used for packing, etc.

Placings will be determined by final scores.

NOTE: Certain obstacles can be “weighted” on the score card to help break ties.









## SCORE CARD

Points

### 1. Condition of pack goat and handler

Is the pack goat in healthy condition; hooves trimmed correctly, good lumbar score (fit and trim, not thin and not fat), healthy-looking coat?  
Is the handler dressed appropriately?

**5 points possible**

### 2. Handling pack and saddling goat

Goat's back should be brushed clean of any hay or chips. Saddle should be placed with girth strap being tightened first, then chest strap fastened and rump strap fastened or adjusted.

**5 points possible**

### 3. Knowledge

Answer questions about pack goats and hiking.

**10 points possible**

### 4. Hiker/pack goat working relationship

Does the pack goat listen to the hiker, stop when told to, turns easily, does not pull on the lead, does not have to be pulled to work?

**10 points possible**

Total

Total of 30 points



- 1. Step-over (boards)- 5 points possible
- 2. Bridge (raised plank)- 5 points possible
- 3. Weave through (fiberglass poles)- 10 points possible
- 4. Distraction (corn stalks)- 5 points possible
- 5. Water Hazard (swimming pool)- 15 points possible
- 6. A-frame- 5 points possible
- 7. Teeter-Totter- 10 points possible
- 8. Tire rock- 5 points possible
- 9. Step through (cattle panel)- 5 points possible
- 10. Back-up (between 2 boards)- 5 points possible

**Total**

**Total from first page**

**Total of 100 points possible**


**STRUCTURAL CORRECTNESS**

**Points**

General Body- Wide chest and brisket, heart girth and barrel should be of relatively equal diameter (more rectangular shape versus wedge shape). Length of body is in proportion to height.

**10 points possible**

Legs- Thickness of leg should be in proportion to thickness of body. Good angularity in the hind leg when viewed from the side.

**20 points possible**

Back- Back parallel to the ground with good withers (level topline).

**10 points possible**

**MUSCLE**

Includes stocky body, "working goat" appearance, not dairy type. Thigh/gaskin muscles well defined. Shoulders and neck show good muscle tone.

**30 points possible**

**GAIT**

Strong, easy, and smooth gait with no lameness or stiffness. At the walk in a straight line, the rear leg lands at or forward of the space left by the front leg (overstep).

**10 points possible**

**ATTITUDE**

Working goat attitude, friendly and willing to work.

**20 points possible.**

**100 points possible**

Judges Comments: \_\_\_\_\_

\_\_\_\_\_

## PACK GOAT TYPE SPECIFICATIONS

1. STRUCTURAL CORRECTNESS	POINTS	SUBTOTAL
Structural correctness includes a wide chest and brisket.	11	
Heart girth should not tend to increase greatly to the barrel		
Length of body in proportion to height		
Front cannon bone and fore leg should be approximately the same length.	7	
Width of leg should be proportionate to thickness of body.		
Angularity in the rear, not post legged, hockiness a plus.		
Back vertebrae parallel to the ground and open withers, strong chine and loin	8	
Strong pasterns, perpendicular to the ground.	7	
Strong feet with tight toes		
Elbows do not wing out when on the move.	7	40
Strong, easy and smooth gait with no lameness or stiffness.		
<hr/>		
2. MUSCULARITY		
Includes stocky body – “working” goat in appearance not dairy type.	10	
Thigh and gaskin muscle well defined.	10	
Shoulders, and neck show good muscle tone	10	30
<hr/>		
3. ATTITUDE		
The pack shall show a “pet quality” attitude. Friendly and willing to work.	20	20
<hr/>		
4. COORDINATION		
The test will include an obstacle selected by the judge that the goat will go across.	10	10
<hr/>		
TOTAL POINTS FOR TYPE		100



## PACKGOAT and HANDLER SCORE CARD

**Cloverbuds** – Ages 5-7

**First Year Junior**-4<sup>th</sup>-6<sup>th</sup> grade who has never shown.

**Sub-Novice**-1<sup>st</sup> year goat and /or handler in project.

**Novice**-2<sup>nd</sup> year handler with 2<sup>nd</sup> year goat.

**Advanced**-Experienced handler and goat, in project 3 years or more.

### POINTS

#### 1. Condition of Packgoat and handler

Is the packgoat in healthy condition; hooves trimmed correctly, good lumbar score (fit and trim, not thin and not fat), healthy looking coat? Is the handler dressed appropriately for a hike?

5 points possible

#### 2. Handling pack and saddling goat

Goats back should be brushed clean of any hay or chips. Saddle should be placed with girth strap being tightened first, then chest strap fastened and rump strap fastened or adjusted.

10 points possible

#### 3. Knowledge

Answer questions about packgoats and hiking.

5 points possible

#### 4. Hiker/packgoat working relationship

Does the packgoat listen to the hiker, stop when told to, turns easily, Does not pull on the lead, does not have to be pulled to work?

10 points possible

Total of 30 points possible

TOTAL

# OBSTACLE COURSE SCORE CARD

**Collars, halters, and leads are acceptable for obstacle work.  
3 refusals of an obstacle and the goat will be required to move on.**

	<b><u>POINTS</u></b>
1. Step-over (boards). 5 points possible	
2. Bridge (raised plank). 5 points possible	
3. Weave through (fiberglass poles). 10 points possible	
4. Distraction (corn stalks). 5 points possible	
5. Water Hazard (swimming pool). 15 points possible	
6. A-frame. 5 points possible	
7. Teeter-totter. 10 points possible	
8. Tire rock. 5 points possible	
9. Step through (cattle panel). 5 points possible	
10. Back-up (between 2 boards). 5 points possible	

<b>Total of 70 points possible</b>	<b>Total</b>	
	<b>Total from first page</b>	
<b>Total of 100 points possible</b>	<b>Final Total</b>	

**Judges**  
**comments:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## PACK GOAT FITTING AND SHOWING SCORECARD

1. APPEARANCE OF ANIMAL	POINTS	SUBTOTAL
<b>Condition and thriftiness</b> – showing normal growth neither too fat or too thin	10	
<b>Hair</b> – clean and properly groomed	5	
<b>Hoofs</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	30
<hr/>		
2. APPEARANCE OF EXHIBITOR		
<b>Clothes and person</b> – neat and clean, wearing appropriate hiking clothes and shoes for the weather.	5	35
<hr/>		
3. SHOWING THE ANIMAL IN THE RING		
<b>Leading</b> – enter, leading the animal at a normal walk around the ring in a clockwise direction, holding the lead or collar with right hand.	10	
<b>Goats should lead readily</b> and respond quickly.		
<b>When judge changes placing</b> , lead animal forward out of line, down or up to the place directed then back through the line, finally making a U-turn to get into position. You should work with your pack goat using the lead as you would on a trail, but you may hold the collar if necessary for certain maneuvers.		
<b>Exhibitors will be requested to exchange</b> animals and perform maneuvers to show ability to handle other person's goat.		
<b>Walk at a normal pace</b> , not allowing the goat to get ahead or out of control. Walk on the side away from the judge.		
<b>Pose the goat</b> with front and rear feet squarely beneath it.	5	
Do not crowd other exhibitors.		
<b>When the judge is observing the goat</b> , if it moves out of position, replace it as quickly and inconspicuously as possible.		
<b>The goat is calm</b> and responds quickly to your requests for maneuvers.	5	
<b>Poise, alertness and courteous attitude</b> are all desired at all times in the show ring, until entire class has been placed.	25	60
<hr/>		
4. QUESTIONS		
<b>The exhibitor</b> will be asked five questions concerning pack goats and hiking.	15	75
<hr/>		
5. PACK GOAT TRAIL TEST		
<b>Appropriately fitted goat pack</b> containing 10% weight or less for under one year of age, and 10% and not more than 20% of weight for over one year of age. Lead equipment should consist of working collar or halter. The ten essentials of hiking will be carried on the person in a fanny pack, back pack or vest.	5	
<b>The trail test</b> shall consist of five obstacles	25	100
<hr/>		
<b>TOTAL POINTS FOR FITTING AND SHOWING</b>		100
<hr/>		
100-90 = Blue	89-80 = Red	79-70 = White



	Maximum Score	Score
<b>Appearance of Animal</b>	<b>15</b>	
Hooves	5	
Cleanliness	5	
Overall Health Fit for Packing	5	
<b>Appearance of Exhibitor: Clothes/Footwear for Packing</b>	<b>5</b>	
<b>Exhibitor Demonstrated Knowledge of Pack/Saddle</b>	<b>15</b>	
Parts	5	
Saddle/Pack was Properly Placed on the Goat	10	
<b>Obstacles (one obstacle must be a distraction)</b>	<b>65</b>	
Maintained Loose Lead/Goat Followed Willingly	15	
1	5	
2	5	
3	5	
4	5	
5	5	
6	5	
7	5	
8	5	
9	5	
10 Loading	5	
<b>Total</b>		39



# Goat Showmanship Score Card

## Based on Usual Order of Consideration

1. APPEARANCE OF ANIMAL	40
Condition and thriftiness showing normal growth, neither too fat nor too thin.	10
Hair clean and properly groomed.	
Hoofs trimmed and shaped to enable animal to walk and stand naturally.	10
Neatly disbudded if the animal is not naturally hornless (Dairy Goats).	
Clipping entire body if weather has permitted, showing allowance to get a neat coat of hair by show time; neatly trimmed tail and ears (Dairy Goats).	10
Cleanliness as shown by a clean body as free from stains as possible, with special attention to legs, feet, tail area, nose and ears.	10
2. APPEARANCE OF EXHIBITOR	10
Clothes and person neat and clean.	10
3. SHOWING ANIMAL IN THE RING	50
Leading enter, leading the animal at a normal walk around the ring in a clockwise direction, walking on the left side, holding the collar with the right hand. Exhibitor should walk as normally and inconspicuously as possible.	
Goat should lead readily and respond quickly.	
Lead equipment consists of a collar or small link chain, properly fitted (Optional-Angoras).	10
As the judge studies the animal, the preferred method of leading is to walk alongside on the side away from the judge.	
Lead slowly with animal's head held high enough for impressive style, attractive carriage and graceful walk.	
Pose and show an animal so it is between the exhibitor and the judge as much as possible. Avoid exaggerated positions, such as crossing behind the goat.	
Stand or squat where both judge and animal may be observed.	
Pose animal with front feet squarely beneath and hind feet slightly spread. Where possible, face animal upstage with the front feet on a slight incline. Neither crowd other exhibitors nor leave too much space when leading into a side-by-side position.	
When judge changes placing, lead animal forward out of line, down or up to the place directed then back through the line, finally turning clockwise to get into position.	15
To step animal ahead use slight pull. If the animal steps badly out of place, return it to position by leading it forward and making a circle back through your position in the line.	
When judge is observing the animal, if it moves out of position, replace it as quickly and inconspicuously as possible.	
Be natural. Over showing, undue fussing and maneuvering are objectionable.	
Show animal to best advantage, recognizing the conformation faults of the animal you are leading and striving to help overcome them.	15
Poise, alertness and courteous attitude are all desired in the show ring. Exhibitors should keep an eye on their animals and be aware of the position of the judge at all times, but should not stare at the judge. Persons or things outside the ring should not distract the attention of the exhibitor. Respond rapidly to requests from judges or officials, and be courteous and sportsmanlike at all times, respect the rights of other exhibitors. The best exhibitors will show the animals, not themselves, and will continue exhibiting until after the judge has given reasons and has dismissed the class.	10
TOTAL	40 100



## 1<sup>st</sup> Aid and Health Questions

Name 3 things found in your farm 1<sup>st</sup> Aid kit

- 1.
- 2.
- 3.

Name 3 “different” things found in your trail 1<sup>st</sup> Aid kit

- 1.
- 2.
- 3.

Name 3 things (having to do with diet) you can do to help prevent Urinary Calculi

- 1.
- 2.
- 3.

Name 3 symptoms you might mention to your veterinarian when explaining why you called

- 1.
- 2.
- 3.

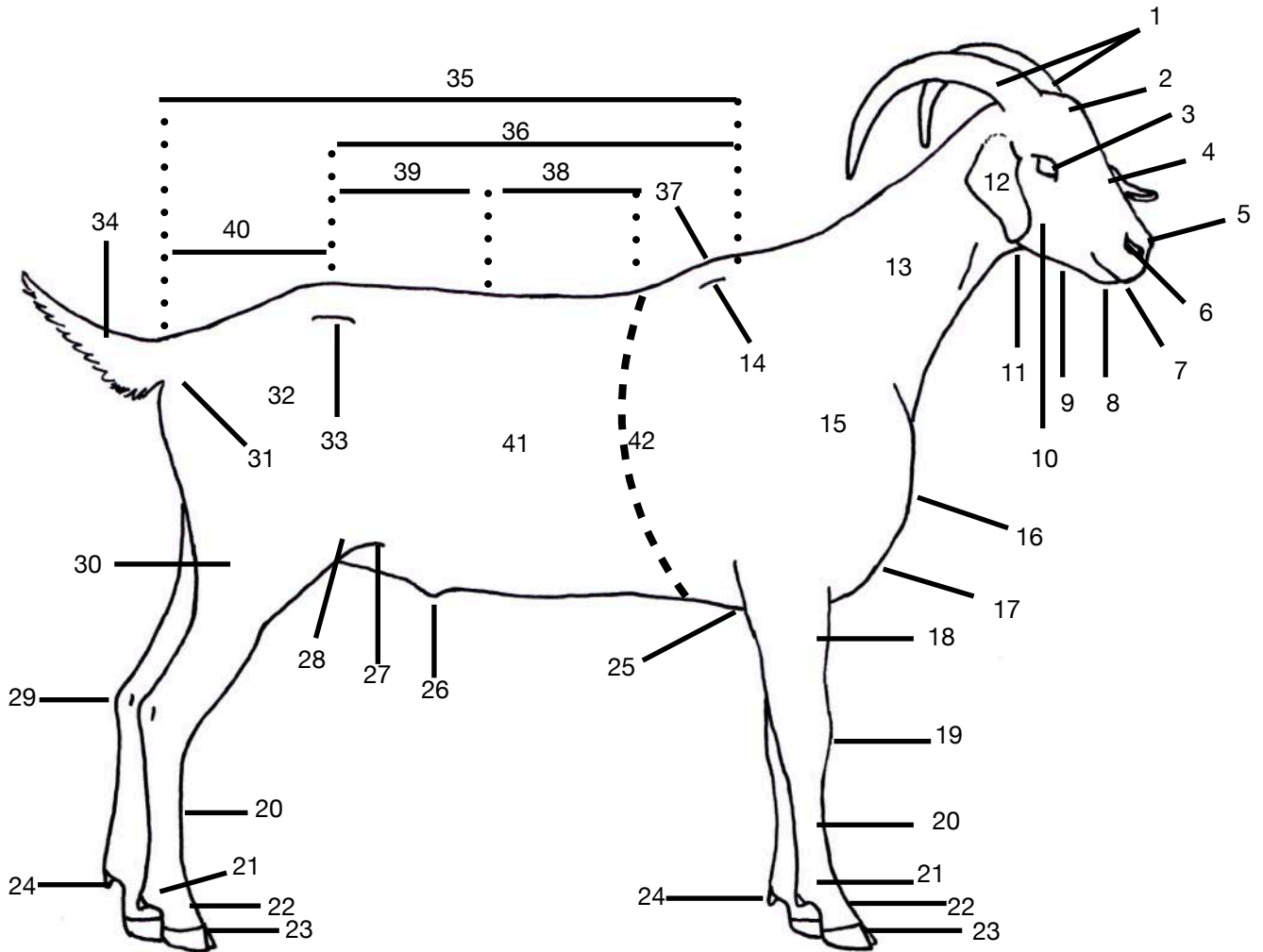
If you see your packgoat wether hunched up and straining, what might you suspect is wrong?

What would be an abnormal temperature?

What symptoms would cause you to give your goat Electrolytes?

What symptoms would cause you to give your goat Antibiotics?

## Parts of a Packgoat

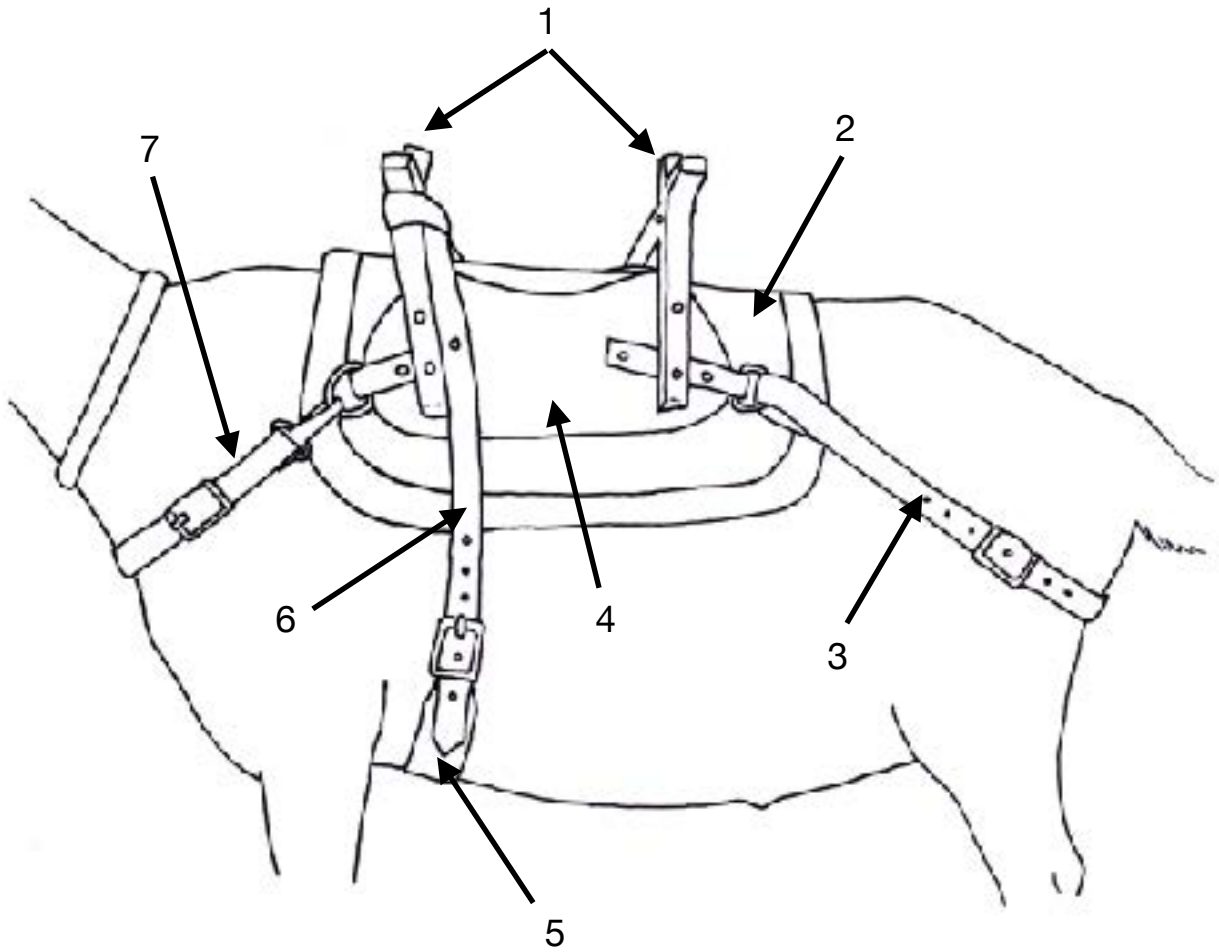


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42. \_\_\_\_\_

## Label the Parts of the Packsaddle



1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_

## Packgoat Questions

1. Why should you take the collar off your goat when you're not around?  
They can get caught and strangle themselves.
2. At what age is a packgoat considered full grown?  
4 Years.
3. Are there wild Rhododendrons in the forest and are they poisonous to goats?  
Yes, and yes.
4. Why does a halter work better than a collar?  
A halter gives you control of the head and doesn't pull on the goat's throat and cut off his air.
5. What packgoat health emergency can be caused by feeding an unbalanced (to much calcium or phosphorus) diet?  
Urinary Calculi.
6. What is the maximum weight a conditioned packgoat can carry with a crossbuck pack on?  
25% of the goat's weight.
7. What is the difference between a packsaddle and a soft pack? Which is better?  
A packsaddle has a framework of wood or aluminum and a soft pack just hangs directly on the goat.  
The packsaddle works better, it distributes the weight evenly and keeps the load up off the goats backbone.
8. What breed of goat is best for packing?  
Any breed of goat can be a good packgoat. More important is that they are bonded to people and have the right attitude and training.
9. What is Urinary Calculi (UC)? What causes stones?  
UC is bladder stones, it can be caused by heredity, improper diet and early castration.
10. What are some signs that your goat might have eaten a poison plant? What can you do to prevent your goat from eating poison plants?  
Symptoms include:  
Frothing at the mouth  
Vomiting  
Staggering  
Trembling  
Crying for help

To prevent poisoning you can learn about poison plants, be familiar with plants in your area and observe the plants on your hike. Don't highline your goat near poisonous plants.

11. Name 3 of the 10 backpacking essentials.

Water

Emergency blanket

Whistle

Emergency food

Fire starter

Matches

Toilet paper and trowel

Flashlight

Map and compass

Signaling mirror

12. What are the signs of Heat Exhaustion? How do you treat heat exhaustion?

Symptoms:

Panting

Glassy eyed

Shock

Disorientation

Clumsiness

Lying down

Treatment: Get the goat out of the sun, unsaddle him. Use a tarp for shade. Give electrolytes like gatorade.

13. What does Leave No Trace (or LNT) refer to? What is 1 thing you can do to practice Leave No Trace?

Leave No Trace camping and hiking means you can be in the wilderness without causing any harm or damage, like you were never there!

The principles of Leave No Trace are:

Plan ahead and prepare

Travel and camp on durable surfaces

Dispose of waste properly (pack it in, pack it out)

Leave what you find as you found it

Minimize campfire impact

Respect Wildlife

Be considerate of other visitors

## Body Condition Score (BCS)

Body condition scoring is a great way to evaluate the nutritional status of your goats.

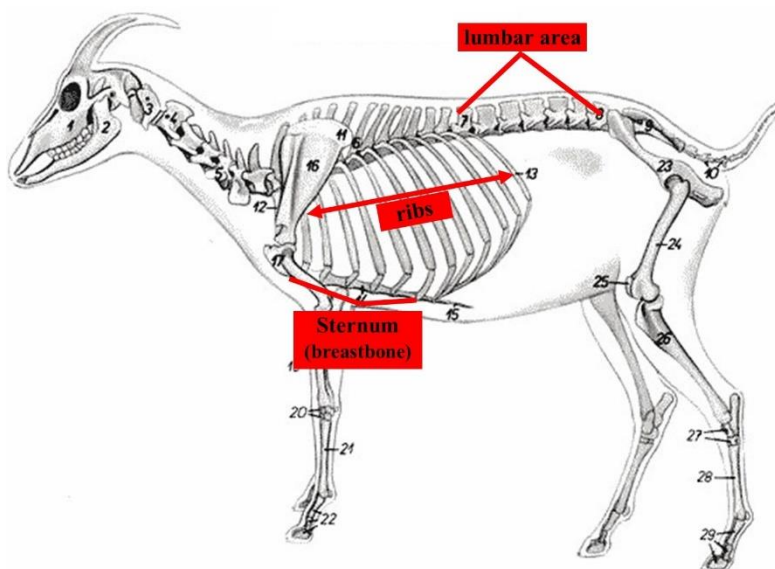
Body condition, or fat cover, is an indication of the energy reserves in an animal.

Healthy goats should have a body condition scoring between 2.5 to 4.0. Goats with a body condition scoring of 1.0, 1.5 or 2.0 indicate a management or health problem. A body condition scoring of 4.5 or 5 indicate an excessive amount of condition that could be detrimental to the goat's health

BCS cannot be assigned by simply visually evaluating an animal. The animal must be touched and felt in three specific areas of the body.

- The first is the lumbar area, which is the area of the back behind the ribs containing the loin.
- The second is the sternum, or breast bone
- The third is the ribs and intercostal (between the rib) spaces.

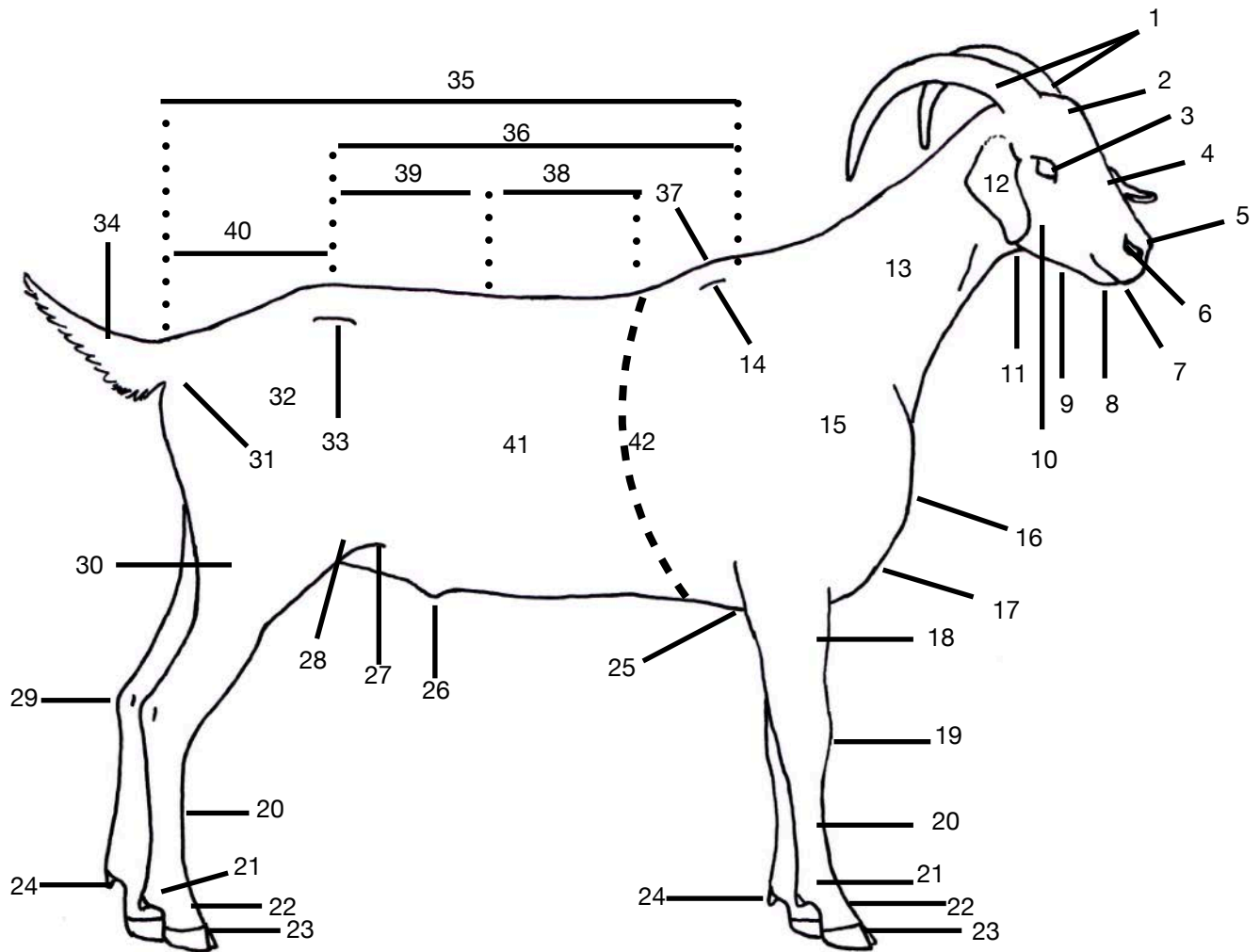
When palpating the lumbar area, you will be able to feel the lumbar vertebrae, which have a vertical protrusion called the spinous processes, and two horizontal protrusions called the transverse process. By running your hand over this area, try to gently grasp the processes with your fingertips and hand. Moving to the sternum and the rib cage, you must feel the amount of fat cover in each of the areas.



## Body condition score (BCS) ratings

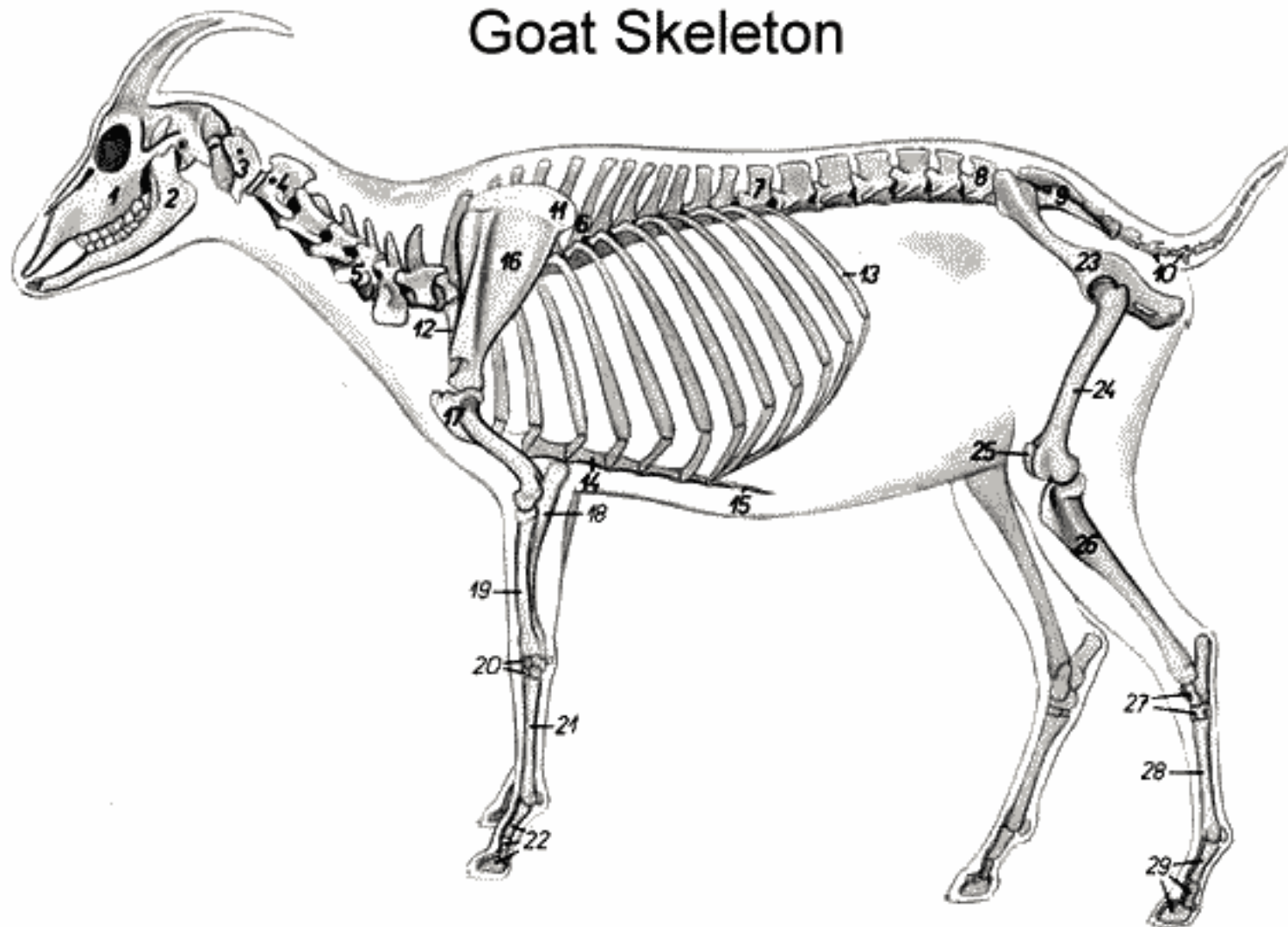
- BCS 1.0 = The goat is visually emaciated and weak. The backbone is highly visible and forms a continuous ridge. The flank is hollow and ribs are clearly visible. There is no fat cover and fingers can easily penetrate into the intercostal spaces.
- BCS 2.0 = The goat's backbone is still visible with a continuous ridge. Some ribs can be seen and there is a small amount of fat cover. Ribs are still felt and intercostal spaces are smooth, but can still be penetrated.
- BCS 3.0 = The backbone is not prominent, ribs are barely discernible and an even layer of fat covers the ribs. Intercostal spaces are felt using pressure.
- BCS 4.0 = The backbone and ribs cannot be seen. The side of the animal is sleek in appearance.
- BCS 5.0 = The backbone is buried in fat and the ribs are not visible. The rib cage is covered with excessive fat.

## Parts of a Packgoat



- |                    |                 |                 |
|--------------------|-----------------|-----------------|
| 1. Horns           | 15. Shoulder    | 29. Hock        |
| 2. Forehead        | 16. Chest       | 30. Thigh       |
| 3. Eye             | 17. Brisket     | 31. Pin bone    |
| 4. Bridge of Nose  | 18. Forearm     | 32. Thurl       |
| 5. Muzzle          | 19. Knee        | 33. Hip bone    |
| 6. Nostril         | 20. Cannon bone | 34. Tail        |
| 7. Mouth           | 21. Fetlock     | 35. Topline     |
| 8. Chin            | 22. Pastern     | 36. Back        |
| 9. Jaw             | 23. Hoof        | 37. Withers     |
| 10. Cheek          | 24. Dewclaw     | 38. Chine       |
| 11. Throat         | 25. Elbow       | 39. Loin        |
| 12. Ear            | 26. Sheath      | 40. Rump        |
| 13. Neck           | 27. Flank       | 41. Barrel      |
| 14. Shoulder blade | 28. Stifle      | 42. Heart girth |

# Goat Skeleton



- |                            |                                 |                                 |
|----------------------------|---------------------------------|---------------------------------|
| 1. Maxilla                 | 12. first rib                   | 22. bones of digits (thoracic)  |
| 2. Mandible                | 13. thirteenth rib              | 23. os coxae                    |
| 3. Atlas                   | 14. body of sternum             | 24. femur                       |
| 4. Axis                    | 15. xiphoid cartilage           | 25. patella                     |
| 5. 5th cervical vertebrae  | 16. scapula                     | 26. tibia                       |
| 6. 6th thoracic vertebrae  | 17. humerus                     | 27. tarsal bones                |
| 7. 13th thoracic vertebrae | 18. ulna                        | 28. 3rd and 4th metatarsal bone |
| 8. 6th lumbar vertebrae    | 19. radius                      | 29. bones of digits (pelvis)    |
| 9. sacrum                  | 20. carpal bones                |                                 |
| 10. coccygeal vertebrae    | 21. 3rd and 4th metacarpal bone |                                 |
| 11. cartilage of scapula   |                                 |                                 |



## Wrapping Goat's Horns

Wrapping a goat's horns may be useful in certain circumstances. Parades and other public events where horned goats will be near crowds of people can warrant extra safety precautions to prevent accidents. Goats' horns are at face level for children, making horn safety paramount in situations where children may approach to pet or hug goats. Covering the tips and padding the sharp, angled front edges of the horns can prevent pokes and bruises if a goat should suddenly swing its head at the wrong moment. Certain shows may require horns to be wrapped and the tips covered.

One of the easiest ways to cover horns is to use mini tennis balls made for small dogs. These are found in the pet toy aisle at most pet supplies. Use a sharp knife to poke a slit about 3/4" long in the tennis ball. Squeeze the ball and the slit will open, allowing you to slip it over the tip of the horn. If it doesn't fit, make the slit a little longer. The ball should slide all the way onto the horn tip. Use vet wrap bandaging to secure the ball in place, wrapping over and around the ball and then down around the horn, wrapping all the way to the base in a spiral. Repeat for the second horn. The vet wrap should be snug but not tight.

For festive occasions you can use two colors to make a fun spiral pattern. For more formal events such as shows use a single neutral color such as black, gray, brown, or tan.

Always remember to handle your goat's horns respectfully. Some goats may resist having their horns wrapped at first. Give yourself plenty of time to do the job so you aren't rushed. Be patient and always praise your goat when he stands still.



# **Did You Know...**

**...that grabbing us by the horns can make us angry?**



**Horns are our protection!**

**Grabbing them is seen as a threat or challenge.**

**Look at it this way: If you had a gun on your hip, would you feel comfortable if a stranger walked up and snatched it?**

**We are friendly and trusting and we want to stay that way. Please respect our horns when petting us and we will respect you too.**

## How to Permanently Identify Your Goat

For permanent identification recognizable by the USDA and various goat registries, a metal tag on his collar will not cut it! Your goat must be tattooed, microchipped, or ear tagged. Permanent ID is required to receive a certificate of veterinary inspection (CVI) for legally taking your goat across state lines, and for conforming to certain public land area regulations, events, etc. It may also help reunite you with your goat should he ever be lost or stolen.

***“I don’t know whether my goat has a permanent ID.”***

Unless your goat has ear tags, an existing identification may not be obvious. The first place to look is inside the ears. Take an alcohol swab and thoroughly clean the insides, then shine a flashlight through from the back. Tattoos will show as a series of small dots inside the ear. LaMancha type goats without external ears may be tattooed under the tail. Lift the tail and wipe the underside clean. Look for a series of dots in the bare skin on either side.

If there are no tattoos, you can ask your vet to scan your goat for microchips. Microchips are placed either at the base of the ear or the underside of the tail.

***If your goat does NOT have a permanent ID...***

It’s time he got one! To be clear, your goats should have been given a permanent ID by the breeder. It may be worthwhile to contact the breeder and see if they can tag/tattoo/microchip your goat for you. Ideally, the goat’s permanent ID should reflect its place of birth.

If getting a permanent ID from the breeder is not feasible, you need to call your State Veterinary Office. They will assign you a premises ID number and herd/scrapie ID number. Once you have these numbers you need to decide how you wish to identify your goat. You may be able to get free government-provided ear tags and an applicator depending on whether the free tag program was funded that year. Ear tags are probably the easiest route, but many packgoat owners prefer not to use them for aesthetic reasons, and because ear tags sometimes get lost, leaving a hole or notch in the ear and requiring the goat to be re-tagged.

Tattoos are another common ID method, and for these you will need to acquire a tattooing kit. These can be found in livestock supply catalogues, feed stores, or borrowed from a livestock producer in your area. Tattoos can be applied inside one or both ears. Usually, the herd ID is tattooed in the right ear and the goat’s individual ID number is tattooed in the left. For earless LaMancha type goats, tattoos are applied in the loose skin on the underneath side of the tail referred to as the “tail web.” Green or black ink is used for tattooing, but green usually shows up best.

Microchips are a more recent ID method that is gaining popularity for its ease of use and resistance to tampering, getting lost, or fading away over time. Microchips are most commonly placed in the underneath side of the tail but can also be placed at the base of the ear where it joins the back of the head.

If you are not comfortable tagging, tattooing, or microchipping your goat, speak to your vet or a knowledgeable goat person in your area. If you only own a few goats, it may be more cost effective to have a vet ID your goats than to buy the necessary equipment to do it yourself. On the other hand, if you have a lot of goats or plan to go into breeding, it pays to buy the equipment and learn how to use it yourself.

# How to Saddle Your Goat

Tie your goat to a solid structure using a quick release knot.

Brush your goat's entire body. Make sure there's nothing on any areas where the saddle and pad, breast collar and breeching will sit. The hair should lay front to back along the spine. Feel for any soreness or injuries.

Place the pad and saddle on the withers and then slide them back so all the hair lays down in the correct direction. The front edge of the saddle should sit just behind the shoulder blades. With practice you will be able to feel the saddle "click" into its proper place.



(Saddle shown without pad to provide better visuals for proper placement.)

Buckle the girth strap but do not tighten it right away.

Next buckle the breastcollar and adjust it. It should be adjusted as high as possible on the shoulders without interfering with the windpipe. The breastcollar engages when the goat is going uphill and works to help stabilize a load.

Next slide the breeching over the rump do that. Check to be sure the breeching is in position and adjusted properly. It should be placed approximately halfway between the tail and hocks. You should be able to just fit your hand sideways between the breeching and the goat's leg. The breeching helps keep the saddle from sliding forward onto the shoulders when going downhill.

Now tighten your girth, making sure no hair gets pinched in the buckles or straps. You should be able to just get all four fingers under the girth when checking from the side and only one finger under the girth when checking at the bottom between the goat's front legs. Skin that gets

pinched tight behind the goat's elbow can become chafed, so it can be helpful to lift each front leg and stretch it forward to release the loose skin under the girth.

Panniers should be filled and weighed before putting them on the goat. Be sure they are within a few ounces of each other. Hang each pannier strap on the opposite side of the crossback from where it hangs against the goat.

After attaching the panniers, walk your goat around a few steps and check your girth one more time. The girth must be tight enough to hold the load but not so tight as to inhibit natural movement or create pain for the goat.

Go for a hike and have fun!

For more information about saddling and saddle fitting, visit [www.napga.org](http://www.napga.org)





Trim down to white sole, following a growth ring parallel to the hairline.



5

6



Trim the soft heel, one tiny slice at a time, until the heel is the same level as the toe.



Stop trimming if the sole shows pink, meaning you are close to the foot's blood supply. If bleeding occurs, sprinkle the area with blood stop powder.



7

8



# North American Packgoat Association (NAPgA)

**napga.org**

## Mission Statement

The North American Packgoat Association is an organization established for promoting packing with goats. The organization seeks to further the pursuit of goatpacking by sharing the knowledge, ideas, and experiences of its members, by promoting the use of packgoats to the public as a means of low impact wilderness transportation and recreation.

Our mission is to promote the use and enjoyment of packgoats; to improve, mentor, and encourage competency in the practice of goatpacking among interested persons; to provide communication among and to disseminate information to interested users; to promote scientific study of the caprine species, their care, welfare and training; to urge recognition of goatpacking as a low impact pack stock alternative; and, to establish traditions which will aid, perpetuate, and further the welfare of goatpacking and the goats it employs.

## Join NAPgA!

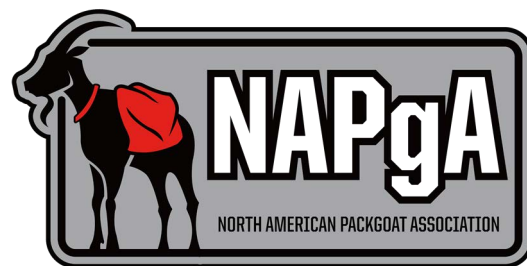
Your membership is important! Membership fees fund member and public education, packgoat events and help keep public lands open to packgoats - now and for future generations. Increased membership numbers also means more voices and better representation before the government.

Check the NAPgA website to see the additional benefits for each membership level!

Annual BRONZE	\$20
Annual SILVER	\$50
Annual GOLD	\$100
Annual CORPORATE	\$250
Annual YOUTH ages 3-18	\$10
LIFETIME	\$500

NAPgA is a 501(c)3 organization. Your donations are tax deductible.

*Adventures await you!*





## NORMAL VITAL SIGNS FOR GOATS

**Veterinarian's Name & Phone Number**

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*If it is not an immediate emergency due to a severe injury take the goat's temperature before calling the veterinarian and note any abnormalities so you can fully inform the veterinarian.*

			<u><b>Reassuring</b></u>	<u><b>Worrying</b></u>
<b>Temperature</b>	102°-103° +/-			Widely outside this range.
<b>Pulse</b>	70-80 per minute	Check on vein in the crease inside front leg where leg and body meet <b>or</b> check where the upper inside back leg attaches to body.		Widely outside this range.
<b>Respiration</b>	12-25 per minute	Watch nostrils or place hand on chest.		Widely outside this range.
<b>Rumen Sounds</b>	1-2 per minute	Listen on left side of rumen/abdomen for gurgling noise.		No rumen sounds.
<b>Head</b>			Bright looking and alert Nose and mouth clean Eyes clean Ears in normal position	Dull or distressed Dribbling or nasal discharge Eye discharging, inflamed Ears drooping if they're normally pricked up
<b>Body</b>			Coat with healthy sheen Coat smooth and skin supple Suitably covered with flesh (body condition score) Feces normal pellets Behavior normal Appetite good	Coat dull, hair falling out Signs of skin irritation Too fat or too thin (body condition score) Feces lumpy, runny or mucus covered Urine abnormal, passed with difficulty Behavior abnormal Off food
<b>Legs and Feet</b>			No lameness Clean legs Well-shaped feet and hooves	Lameness Swollen/hot joints Misshapen feet, signs of rot
<b>General</b>			Everything normal	Any sign of abnormality

# HIKE RECORD

## Youth Name

## Packgoat's Name

[illegible]

# **ATTENTION!**

## **PACKGOATS ON THIS TRAIL!**

**Dog Owners: If you see us please restrain your dogs. Goats view all unfamiliar dogs as predators.**

**Equestrians: Packgoats are smaller than you, they are happy to give you the right of way and move off trail, as dictated by trail etiquette.**

**Enjoy your time on the trail!**



**North American Packgoat Association (NAPgA)**  
**[www.napga.org](http://www.napga.org)**

## Poisonous and Toxic Plants

Note: This information is taken from the book Field First Aid For Goats “A Portable Guide to Health Care for Your Goats” by Alice Beberness and Carolyn Eddy. This is an excellent reference book for at home and on the trail.

### Toxic or poisonous?

Toxins build up over time and cause damage, usually to the liver or kidneys, that may not be noticed until some time has passed. Tolerance will depend on the goat's age, weight, general health and amounts ingested at any one time.

Poisonous plants will provoke symptoms almost immediately. A large dose will always result in death unless treatment is successful.

There are 5 levels of toxicity.

- Plants which some goats can develop a tolerance
- Plants that only affect certain groups of goats such as pregnant ones
- Plants that are only toxic or poisonous at certain times of the year
- Plants that are only toxic when ingested over a certain period of time
- Plants that are truly poisonous. Poisonous plants will provoke symptoms almost immediately and without intervention one ingestion is most likely fatal.

Issues of toxicity.

- Toxic plants differ by region
- Some plants need repeated exposure to develop toxic levels
- Some parts of some plants are toxic while other parts are not

### Symptoms of Poisoning

Symptoms of poisoning can occur immediately and up to 14 hours after ingestion.

Symptoms can include:

- Frothing at the mouth
- Vomiting
- Staggering
- Trembling
- Crying for help

### Common Poisonous Plants

The most common poisonous plants are listed below. You should be very familiar with these plants as they are the most likely to cause fatalities. Learn to identify them and how to treat your goat if it ingests them. Some of these plants can kill a goat with as little as one bite.

- **Rhododendrons**
- **Azaleas**
- **Pieris Japonica (AKA Andromeda), Fetterbush, Lily of the Valley shrub**
- **Mountain Laurel** *Kalmia latifolia*
- **Poison Hemlock** *Conium Maculatum* and **Water Hemlock** *Cicuta spp.*  
One bite can kill a goat. Very often ingested in the spring when it is too small to see.
- **Yew** *Taxus Cuspidata*

- **Jimsonweed (AKA Angel's Trumpet, Devil's Trumpet, Downey Thornapple, Datura spp.)** *Datura stramonium*
- **Death Camas** *Zigadenus spp.*
- **Nightshade family: Common Nightshade, Black Nightshade, Horse Nettle, Buffalo Burr, Potato, Belladonna** *Solanum spp.*
- **False Hellebore (aka Corn Plant)** *Agrostemma Githago*

### Plants Toxic to Goats

Common Name	Scientific Name	Parts Poisonous
Rosary Pea	<i>Abrus Precatorium</i>	Seeds
Monk's Hood, Aconite, Wolfsbane	<i>Aconitum spp.</i>	All parts
Horse Chestnut, Buckeye	<i>Aesculus spp.</i>	Fruit
Death Cap, Death Angel, Panther Cap, Mushrooms	<i>Amanita spp.</i>	All parts
Fly Agaric	<i>Muscaria</i>	All parts
Destroying Angel Mushroom	<i>A. Verna</i>	All parts
Dogbane	<i>Apocynum spp.</i>	Rhizome
Rape, Cabbage, Turnips, Broccoli, Mustard	<i>Brassica spp.</i>	Roots, seeds
Ergot	<i>Claviceps spp.</i>	All parts, fungus
Lily of the Valley	<i>Convallaria majalium</i>	All parts
Foxglove	<i>Digitalis Purpurea</i>	Leaves, flowers, seeds
White Snakeroot	<i>Eupatorium Rugosum</i>	All parts
Lantana, Red Sage, Yellow Sage, West Indian Lantana	<i>Lantana Camara</i>	Unripe green berries
Great Lobelia, Cardinal Flower, Indian Tobacco	<i>Lobelia spp.</i>	All parts
Moonseed	<i>Menispermum</i>	All parts
Oleander	<i>Nerium Oleander</i>	All parts
Castor Beans	<i>Ricinus communis</i>	Seeds
Black Locust	<i>Robinia pseudoacacia</i>	Bark, leaves, seeds
Elderberry, Red	<i>Sambucus Candensis</i>	Leaves, twigs, roots, unripe fruit
Senecio, Groundsel, Ragworts	<i>Senecio spp.</i>	Leaves

### Pitted Fruit Trees

Pitted fruit trees of the *Prunus* family, such as cherry (black cherry, chokecherry and fire cherry), peach and plum trees, are toxic during the time when leaves are wilting. Once they are completely dry they are no longer toxic.

### Notes on Plant Identification

Identifying plants is tricky. Plants look different at different seasons and slightly different in varying locations and in varying sub-species. Some of the possible indicators are shiny, thick leaves and plants with red leaves. Do your homework to recognize plants you will likely see on your trips and in your yard.

## Prusik Knots, Highlines and Lowlines

A Prusik is a slide and grip knot used to attach a loop of cord around a rope.

The diameter of the cord you use to make the Prusik knot should be no more than  $\frac{1}{2}$  the diameter of the rope you are tying it to for best results.

The Prusik knot slides when not weighted along a tight rope but jams solidly upon loading. This makes it perfect for tying a goat to a highline or lowline. You are able to slide it along the highline or lowline to space your goats out but when you or the goats pull on it, the knot tightens and will not move. Thus keeping the goats where you tie them.

Shown in the red circle, the Prusik knot is tied onto the highline (or lowline) rope and the goat's lead rope is clipped to the Prusik knot. The leads should be long enough for the goat to lay down but not long enough for them to get tangled with each other.



### Prusik Knot Instructions

- 1 Make a loop and bring the junction point to the left of the thick central rope
- 2 Now pass it to the right side through the loop just formed
- 3 Turn it round the central rope thrice
- 4 Finally, take it out of the last loop formed passing it to the left
- 5 Tighten the knot

101KNOTS

A highline is simply a length of rope stretched between two trees to which you tie your goats to.

A "tree saver" is a wide strap you wrap around the tree to keep from injuring the tree. You tie your long rope from one tree saver to the other, pulling it tight.

The Prusik knots are then tied to the rope and the goat's leads are clipped to the Prusik knot.

A lowline is similar to a highline but is run along the ground. The long rope is strung to two tie-out stakes then Prusik knots are tied on the lowline.

Goats need to get used to being tied on both a highline and a lowline. Practice when you can be there to watch them.



## Trail 1<sup>st</sup> Aid Kit

The book, Field First Aid for Goats, “A Portable Guide to Health Care for Your Goat” by Alice Beberness and Carolyn Eddy was used in creating this list. This is a *must*-read book for everyone who hikes with their goats. You need to have a good understanding of what to do and how to do it *before* you have an emergency.

A trail first aid kit for your goats should always be carried whenever you take your goats on a hike. The contents of a trail 1<sup>st</sup> aid kit are not as comprehensive as the one you will have at home or kept in your vehicle (if you are on the trail for an extended trip), however, you may need to treat an injury or illness on the trail. The items in your trail kit can help you get your goat off the trail and back home or to a veterinarian.

It is important to check your supplies before you head out on the trail to be sure they haven't expired or been damaged in some way. Preparation and preparedness are crucial. Know how to use everything in your trail kit. Write usage directions down and place them in your kit bag. When an emergency happens, it is easy to panic and forget things. Try to remain calm.

Carry a small amount of these items in trail kit with larger quantities in your vehicle.

Most of these items will also cross over for human use.

**Waterproof Bag.** To hold your trail kit supplies. This can be a Ziploc bag or a dry bag.

**Pencil & paper for notes** (or use your cell phone)

**Banamine paste.** For pain and inflammation. \*From your vet.

**Latex gloves.**

**20ml syringe with tip removed or a drenching gun.** For drenching.

**Thermometer.** Normal goat temperature is 102-103 +/-.

**Gas-X tablets.** Drench for bloat.

**Pepto-Bismol Tablets.** Drench for soothing the gut if they eat something poisonous.

**Scissors.**

**Tweezers.**

**Mylar disposable emergency blanket.**

**Duct Tape.** Multitude of uses including repairing gear.

**Powdered or gel electrolytes.** Let them drink it or drench if needed.

**Probios gel.** To help restore good bacteria in the rumen, particularly after a stressful situation.

**Betadine or wound cleaning swabs.**

**Ice pack, chemical.**

**Wound powder.** For stopping bleeding.

**Kotex pads.** For wounds, bandaging or sores from the saddle, breast collar or breeching.

**Tampons.** For bandaging material, nosebleeds, fire starters.

**Gauze pads – 2"x2", 4"x4"**

**Bug spray.**

**Antibiotic cream or gel.** Neosporin or Triple Antibiotic.

**Diaper rash ointment.** For sores from the saddle, breast collar or breeching and can be used for sunblock.

**Quik Clot Gauze.** For packing into or pressed onto injuries to stop bleeding.

**Saline eye wash.** Can be used for flushing eyes and wounds.

**Activated Charcoal.** Toxiban, UAA Gel (Universal Animal Antidote), tablet or pill form. If your goat gets poisoned, activated charcoal can be drenched to help adsorb the toxins neutralize the poison.

**Vet Wrap.** Do not wrap too tightly. *You should be able to fit one finger between your goat's limb and the bandage.*

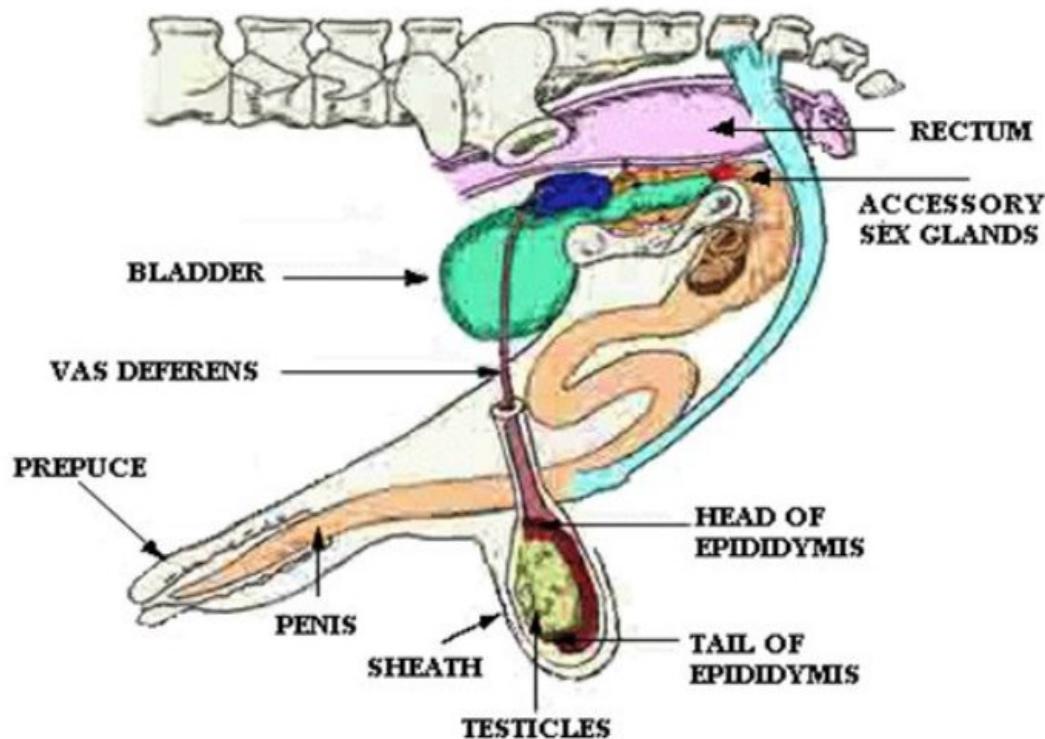
**Benadryl tablet.** If your goat has an allergic reaction, but not necessarily severe enough to require epinephrine, Benadryl can help alleviate symptoms. 25mg per 100 pounds. Finely crush the pill and give it in a drench or place it on the back of the goat's tongue, hold the mouth closed and gently massage the throat until the goat swallows.

**Primatene Mist Epinephrine Inhaler:** First decide if it is indicated or if you can start with an antihistamine such as Benadryl. Spray 3-5 sprays under the tongue. \*Caution. Epinephrine can cause its own problems.



# MALE GOAT REPRODUCTIVE ORGANS

## Urinary Calculi



Urinary calculi are “stones” formed by a collection of minerals in the urethra, (pronounced: yoo-REE-thruh) the tube which leads from the bladder to the exterior of the animal through the penis. Males have a long urethra with sharp twists and turns which make passing solid particles difficult at best and impossible at worst. When a “stone” blocks the urethra no fluid can pass from the bladder so it backs up in the goat’s system. This is a very painful condition which can and does kill male goats quickly.

Maintaining a diet with the proper 2:1 balance of calcium to phosphorus is extremely important. Fresh clean water and loose goat minerals are also important for prevention.



**Calcium carbonate stones**