# **Lamb Selection Meeting**

#### I. <u>Selection</u>

- Parts of a meat Lambs
- Major areas of importance
  - 1) Length and width of loin
  - 2) Wide base and chest floor(track wide)
  - 3) (60/40) rule
  - 4) Forearm muscle
  - 5) Straight in lines

## II. Facilities and Equipment:

- Exercise
- Hanging feed trough and water bucket(3-5 gal. bucket)
- Halters
- Blanket and muzzle (sock vs. blanket with tail hole or open ended.
- 1 pound coffee can or container at equal amount.
- Drench gun (different sizes for goats and lambs) can order from ENASCO.com

### III. Feeding:

- Ramsey ration, Honor Lamb feed, Jacoby etc....(14-18% protein)
  - a) Feed twice a day (work up to 2 to 3 /lb. per feeding
  - b) Feed trough should be off of ground or feed on ramp
  - c) Hay- coastal, alfalfa or high quality Sudan(handful in the evenings)
  - d) Water bucket should be cleaned every day. Ammonium chloride
  - e) Feed Additives- will address as needed

### IV. Medication:

- De-wormer every 21-28 days (Valbazen, cydectin, ivomec, panacure, safeguard, etc.)
- 5cc of **B-12 complex once a week** and **fastrack 5cc twice a week** both (orally)
- Need hooves trimmed at least once every 2 months
- Penicillin, Naxcel, Nuflor, Exenel, Mycotil etc. for runny nose and minor setbacks (3-5 cc of penicillin in neck muscle for 3 to 5 days)

### V. Daily routines:

- 1) Clean pen and water bucket
- 2) Practice walking and showmanship
- 3) Bath (blow dry) warm temp only if possible parasites/Brush hair
- 4) Keep schedule of feeding changes, de-worming, hoof trimmings, etc.
- 5) Bring to weigh-ins or keep in barn.
- 6) Ask questions.
- 7) Teach Lamb to show before clinics not at clinics.
- 8) Exercise Program the last 30-60 days before show
- 9) Drench guns for dyne, electrolytes, etc.
- 10) Outwork the competition every day you are not working someone else is getting ahead of you!!!

#### QUESTIONS?!?!?!?!?

FEEL FREE to message us on remind or email us if you have any questions! PARENTS can call us if there is an <u>EMERGENCY</u>!