Right from the Start

Student Notes

Beef Cattle

This information corresponds wi	ith the Beef Cattle cho	apter of the Right fror	n the Start DVD.
As we begin the halter breaking	g process, (1)	is first.	
Cattle have good (2)	_, like humans.		
Every animal is (3)	·		
Danger points include (4) (7)	, (5)	, (6)	, &
Equipment			
The (8) is not do	esigned to be left on	the animal at all time	S.
The (9) is usua	lly made out of leath	er with a little bit a c	hain.
The halter should ride just belo	w the (10)	and across the (11	.)
The lead rope should be (12)	foot long.		
The (13) is a r	estraining device.		
The trim chute should be put or	n (14) grou	ınd.	
If the animal moves to the side a	and gets on the grou	nd, they can potentia	lly (15)
Making sure the (16)extremely important.	_ on a trim cute are	adjusted according to	the animal is
Halter Breaking			
The (17)	_ is the space an anin	nal considers its area	of safety.
(18) simulates	the touch of a humai	1.	



As you approach an animal, establish what their (19) is.				
The more they are (20)with you.	to you, the more (21)	they will be		
Acclimating to New Environme	ents			
Play a (22) for them to	to acclimate them to different noises.			
Have several (23) arou	and the animal to simulate a crowd.			
Be ready to (24)				
Footing				
Cattle can (25)				
The hooves are not meant for (26)) or (27)			
If they get away, they have the und	derstanding that they can (28)	get away.		
If you have good footing (surface)	, you can (29) them better			
Spacing				
Keep (30) calf's length in betw	veen exhibitors.			
Calves start off in the (31) pound animal in	pound range and develop into n the end.	a		
Younger kids have to be (33)	with livestock projects.			
Kicking				
You want to make sure that the an	nimal (34)you are there.			
Be aware that the animal could (3	5) you at any time.			
They kick (36) and (37)				



Don't make any (38) movements.
Haltering
Make sure the animal (39) you are there.
Make sure you don't get (40) in the halter.
Tying
Tie animals to a (41) object.
Tie them to something that has some (42)
They could (43) or (44) at any time and potentially pen you.
Itilize a knot that can be untied (45)



Answer Key

1. Safety	16. Bars	31. 400-500
2. Memories	17. Flight zone	32. 1200-1800
3. Different	18. Water	33. Careful
4. Size	19. Temperament	34. Knows
5. Head	20. Exposed	35. Kick
6. Feet	21. Comfortable	36. Out
7. Kicking	22. Radio	37. Around
8. Rope Halter	23. People	38. Sudden
9. Show Halter	24. React	39. Knows
10. Eyes	25. Slip	40. Wrapped up
11. Nose	26. Pavement	41. Sturdy
12. Two	27. Asphalt	42. Height
13. Trim chute	28. Always	43. Lunge
14. Stable	29. Control	44. Jump
15. Tip over	30. One	45. Easily

