

HOW TO HANDLE AND RESTRAIN CATTLE, SHEEP AND GOATS

When you handle cattle, sheep and goats (known as ruminants) poorly, you can stress or even injure them. This can make them difficult to move. You can also put yourself, and other handlers at risk. Their meat will be of a lower quality. These tips will help you **move ruminants efficiently**.

Only workers holding a certificate of competence are allowed to handle or restrain ruminants.



DO

- Let sheep and goats move side by side
- Keep the way ahead clear
- Keep paths well lit, but don't shine light directly at ruminants
- Use flags, plastic paddles or rattles



DON'T

- Hit/kick the ruminant
- Put pressure on sensitive body parts
- Lift by the head, ears, legs, fleece, tail
- Twist/crush the tail
- Hold by the eyes
- Handle in any other way that could hurt them

ABOUT CATTLE, SHEEP AND GOATS

- Bulls, rams and bucks can be unpredictable
- Each cow, sheep or goat can act in a different way
- Like:** well-lit areas
- Dislike:** shining or extremely bright lights, darkness, shadows, reflections, obstacles, sharp bends, sudden noise/movement, being isolated/cornered/hurried, slippery floors

REMEMBER

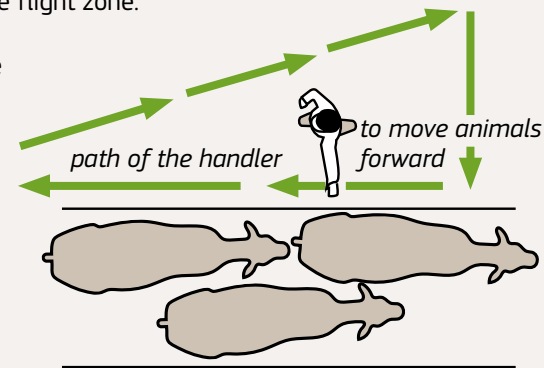
- If you can't move a ruminant without causing it pain, **you shouldn't move it**
- You should **keep the group together** – only separate for restraining

MOVING THEM IN GROUPS

- Move ruminants in groups** of 4-6 adults
- For young ruminants, move in groups of 15-20

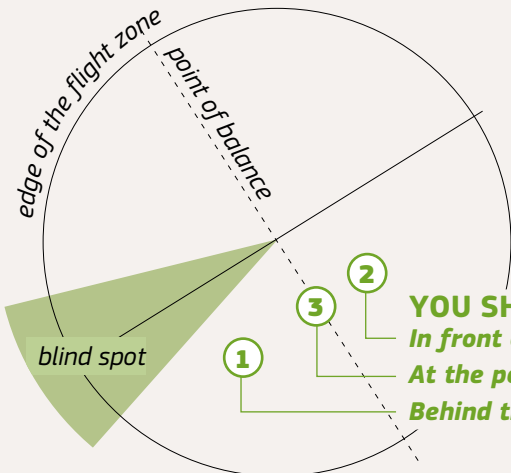
USE THE FLIGHT ZONE

The area around a cow, sheep or goat is called the flight zone. When you walk into the area, the animal moves. To help move the cow, sheep or goat, you can use the **point of balance** (usually at the shoulder) while standing at the right distance away from it. **Move slowly**. You should be able to move the animals without hitting them.



YOU SHOULD STAND:

- In front of the point of balance** to make the animal go backwards.
- At the point of balance** to make it stop.
- Behind the point of balance** to make it go forwards.



Wear dark clothes

HOW TO RESTRAIN RUMINANTS

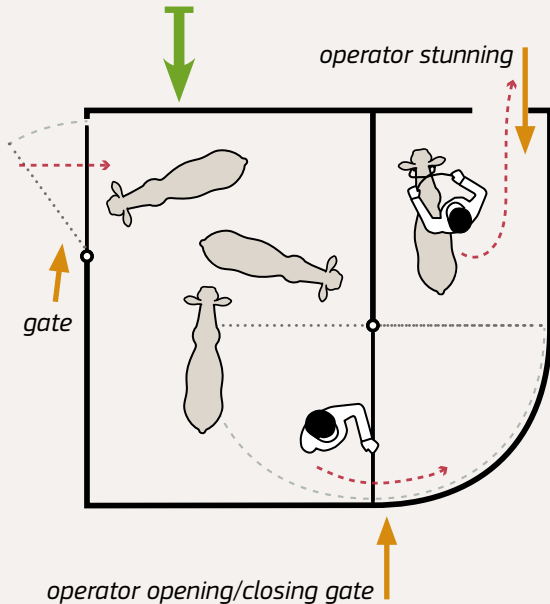
If you restrain a cow, sheep or goat correctly, it can make stunning and bleeding more efficient, preventing them from experiencing unnecessary suffering. Follow these guidelines to avoid hurting animals before slaughter.

CRUSH OR NARROW PEN (CATTLE)

- ✦ Confines a single cow
- ✦ Gives **easy access to the cow's head**

STUN PEN (SHEEP/GOATS)

- ✦ To use a stun pen, **work with another one or two handlers** (ideally there will be two of you)
- ✦ Bring a small group of sheep or goats through the gate, closing it behind them
- ✦ Allow **about 1.2m² per sheep or goat**
- ✦ No further restraint needed



INDIVIDUAL RESTRAINING BOX (ADULT CATTLE/SHEEP/GOATS)

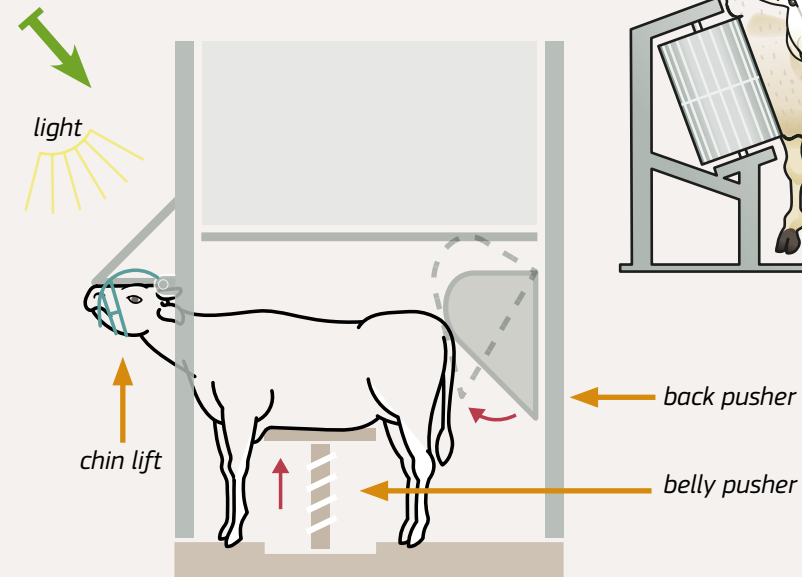
- ✦ **One animal** at a time
- ✦ Prevents a standing animal from turning
- ✦ Adjust to the animal size
- ✦ Stops the animal from turning

Animals should **enter willingly**, without you pushing or prodding them. For this:

- ✦ The box must be **well lit**, without reflective material
- ✦ The floor must look like the floor outside the box
- ✦ The door should be **big enough for the animal** to go through easily
- ✦ The box must not look like a dead end – **space beyond should be visible** from the door
- ✦ The operator should be **out of sight** at the other end

Some boxes have back/side/belly pushers for restraint. When activating them don't apply lots of pressure.

Boxes may also have a chin lift and neck yoke for restraining the head. Once the head is restrained, you can release the back pusher.



NEVER RESTRAIN BY

- ✦ Suspending/hoisting when conscious
- ✦ Clamping/tying legs or feet
- ✦ Severing spinal cord
- ✦ Immobilising by electric shock



CONVEYOR SYSTEM (SHEEP/GOATS/CALVES)

- ✦ Automated and **rarely requires you to handle the animal**
- ✦ Restrains animals more and more as they move toward stunning
- ✦ You should **move each cow, sheep or goat to the foot of the conveyor**, preferably in a group to keep them calm
- ✦ **Leave enough space** so that one animal's head doesn't rest on another's back

