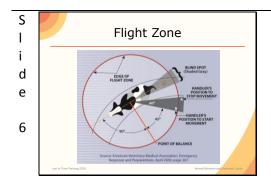
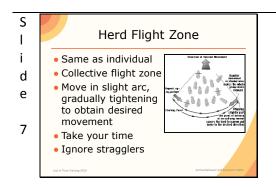


handled. When a person is outside the flight zone, the animals will turn and face the person. When the flight zone is entered, most cattle will turn around and move away. The handler should avoid deep penetration of the flight zone. Deep invasion of the flight zone may cause an animal to panic. In an attempt to escape, it may run away or turn back and possibly charge the handler.

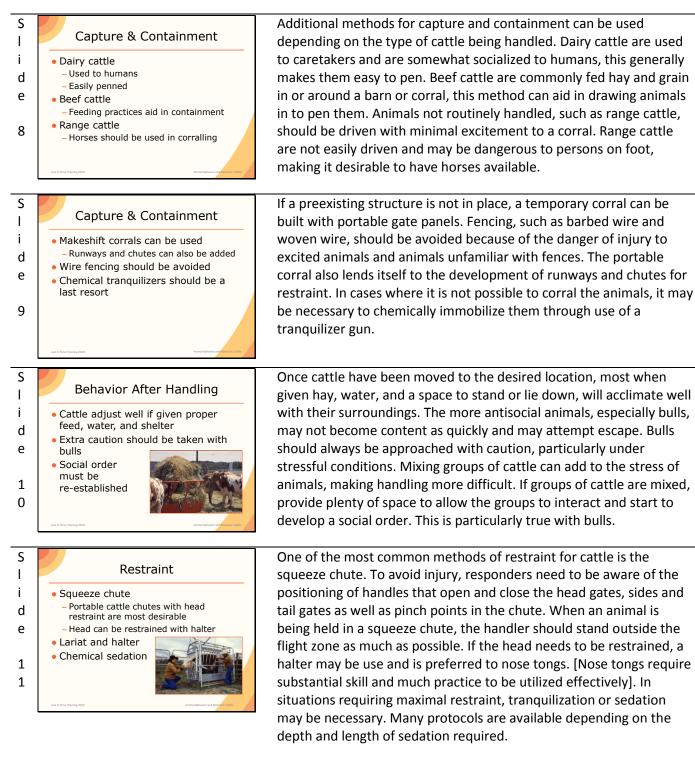


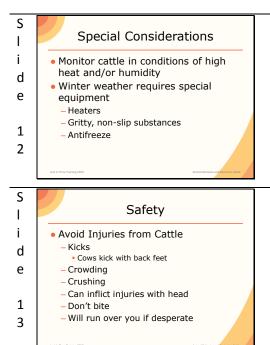
This diagram shows the flight zone of a cow. Note the blind spot behind the animal (light gray), this area should be avoided. To make an animal move forward, the handler should enter the edge of the flight zone behind the "point of balance" or shoulder. It is best to work at a 45-60° angle behind the animal's shoulder, moving back and forth parallel to the direction you would like the animal to move in. The ideal location for the handler is between positions A and B on the edge of the flight zone. Move toward B to start the movement, move to A to stop the animal's movement. If a handler walks deep into the flight zone, cattle will have a tendency to move in a direction opposite of the handler's movement (e.g, an animal will usually move forward if the handler moves from the head toward the rear). To make an animal move backwards, the handler must move in front of the point of balance. Handlers who understand these principles can quietly move cattle and other livestock off of roads and other dangerous places.

Graphic from Center for Food Security and Public Health, Iowa State University. Adapted from Temple Grandin



As with individuals, moving a herd of cattle can be done in a similar manner, but by using the "collective" flight zone. Start by getting cattle into a loose bunch by making wide back and forth movements on the edge of the herd in a straight or very slight arc (like a giant windshield wiper). The movement should not exceed a quarter circle. Take your time and ignore any stragglers – they will be attracted to the herd by herd instinct and will rejoin the group. Once the majority of animals are together, increase pressure can be made in the collective flight zone to initiate movement in the desired direction. Whether moving a herd or individuals, the basic principle is to alternately penetrate and withdraw from the flight zone to get the desired movement. Animal movement should occur at a slow but steady pace. Running indicates panic and will lead to unpredictability in the animal's behavior.[Graphic from "Low Stress Methods for Moving and Herding Cattle on Pastures, Paddocks, and Large Feedlot Pens http://www.grandin.com/B.Williams.html]





When possible, avoid moving cattle under hot conditions. Move cattle in early morning or late evening hours. If this is not possible monitor them frequently for signs of heat stress. During winter weather, use caution when moving animals on slick surfaces. Use a gritty, non-slip, non-toxic material if ground surfaces are icy to improve traction.

Although cattle don't bite, they can cause injury in several other ways. They kick with their back feet, especially if startled by someone or something in their blind spot. While they usually kick with just one foot, sometimes they can use both. Cattle are "masters of the roundhouse", meaning they can kick with great force out to the side instead of just straight back. Cattle can also force handlers into a corner or against a wall or fence and use their weight to crush the handler. Regardless of if the animal is horned or polled, they can inflict damage with their heads. If desperate, cornered, or isolated, cattle will run over or through their handlers if there is no other way out. When working with cattle, avoid quick movements and always have an escape route planned when working in close quarters with these animals.

