# A screen shot of a computer Description automatically generatedlivestock distraction checklist

Cattle, pigs and sheep will balk and refuse to move if they see distractions, something as simple as

a shadow could be to blame. If an animal won’t move, survey the area when animals aren’t present and look for these possible distractions:

* Sparkling reflections on puddles
* Reflections on smooth metal
* Chains that jiggle
* Metal clanging or banging
* High pitched noise
* Air hissing – should be silenced with mufflers or piped outside the facility
* Air drafts blowing toward the animals
* Clothing hung on the fence
* Piece of plastic that is moving
* Fan blade movement when the fan is off
* Movement of people nearby
* Small objects on the floor (a coffee cup)
* Changes in flooring and texture
* Drain grate on the floor
* Sudden changes in the color of equipment, bright colors tend to cause more distractions
* Race entrance is too dark; animals will move from a darker place ta brighter place, however, keep in mind they will not move toward light that is too bright
* Animals may balk at one-way and backup gates
* Install the gates two to three body lengths away from the crowd pen
* Equip one-way gates with a remote controlled rope so that they can be held open when the single file race is filled

