



## AuctionsPlus Cattle Temperament Descriptors

Descriptor	Definition
<b>Docile</b>	<p>Settled and somewhat dull disposition.</p> <p>Gentle and easily handled, moves slowly when in a mob, needs encouragement to move away from handler.</p> <p>Cattle easily handled individually in yards and paddock, without eagerness to return to mob.</p> <p>Does not pull on headgate when in crush and exits calmly.</p>
<b>Quiet</b>	<p>Displaying a quiet &amp; calm disposition.</p> <p>May be stubborn during handling. Cattle easily handled individually and in mob. Handler in control at all times.</p> <p>Exits crush promptly, may try to back out of crush, pull on head gate and some flicking of tail.</p>
<b>Slightly Stirry</b>	<p>Manageable but impatient and moves quickly.</p> <p>Handling individually increases nervous behaviour, and exhibits clear signs of eagerness to return to mob. Handler in control when handled in a mob.</p> <p>Reluctant to stand quietly in crush, tail flicking, repeated pushing and pulling on headgate. Exits crush briskly.</p>
<b>Stirry</b>	<p>Out of control and jumpy.</p> <p>Struggles and clearly uncomfortable when handled in a mob.</p> <p>Runs fenceline and may jump when penned individually.</p> <p>Continuous tail flicking and bellowing in crush. Large flight distance, exits crush wildly.</p> <p>Considered scared of human interaction rather than aggressive. Not recommended for inexperienced handlers.</p>
<b>Aggressive</b>	<p>Aggressive behaviour, fearful, extreme agitation.</p> <p>Continuous movement when handled in a mob, disrupts handling of other cattle in mob.</p> <p>May exhibit attack behaviour when handled alone.</p> <p>May jump or continuously bellow while in crush. Exits crush frantically.</p>