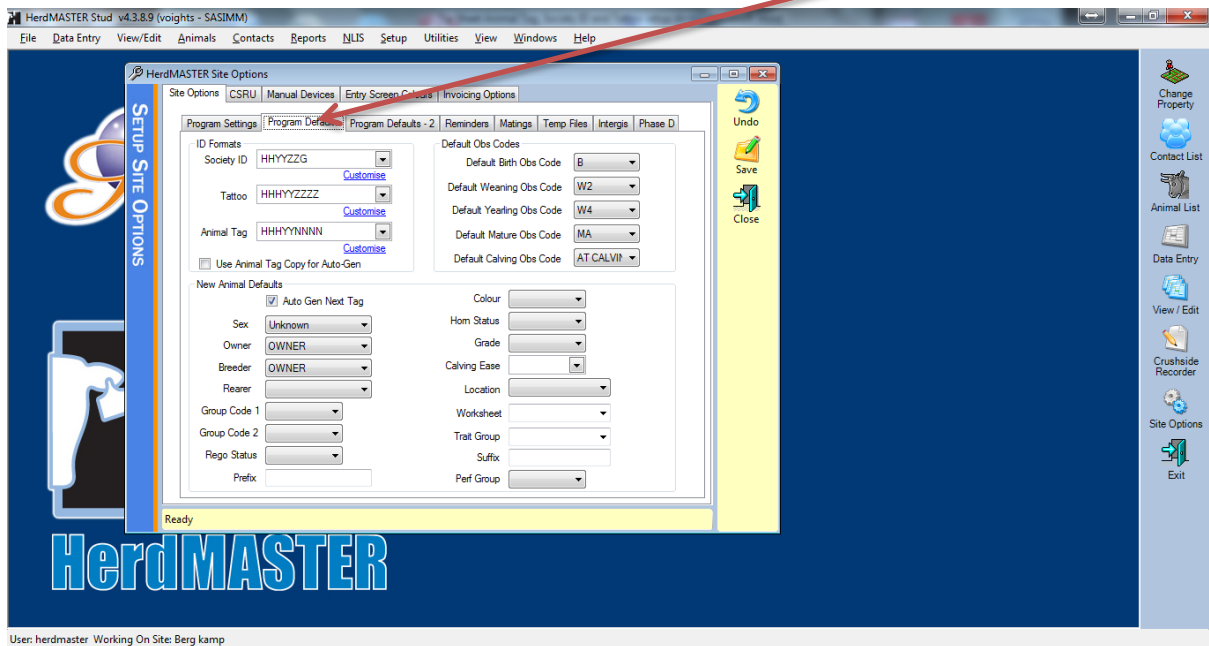


Procedure: STEP 2 Animal Tag, Tattoo and Society ID Setup (BREEDPLAN)

Tip sheet for the correct setup of ID's (Make sure the Owner is correctly setup as per Tip Sheet STEP 1 Owner setup)

Note, the setup of your program is controlled by a file unique to each breed Society, called a BGC file that is stored in the HerdMASTER program. Your program should automatically be setup to generate the required Society ID and Tattoo given the Animal tag.

- 1) The Setup of the ID's can be found under Setup/Site options using the Program Defaults Tab



2) Nomenclature

Southern Africa ID setup:

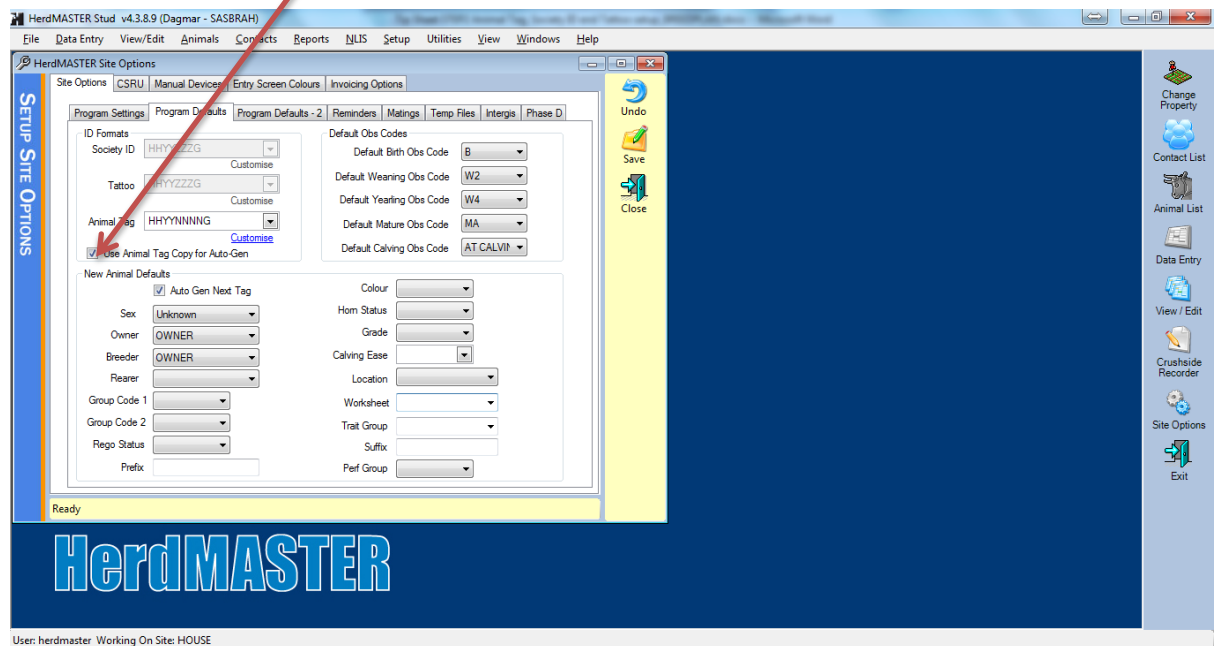
South Africa			Namibia and Zimbabwe		
ANIMAL TAG	TATOO	SOCIETY ID	ANIMAL TAG	TATOO	SOCIETY ID
ABC05001	ABC051	ABC051	05-0001ABC	05-0001ABC	05-0001ABC
ABC05011	ABC05011	ABC05011	05-0011ABC	05-0011ABC	05-0011ABC
ABC05222	ABC05222	ABC05222	05-0222ABC	05-0222ABC	05-0222ABC
SA Simbra					
ABC05001A	ABC051A	ABC051A	F1		
ABC05011B	ABC05011B	ABC05011B	F2		
ABC05222C	ABC05222C	ABC05222C	F3		
ABC05300	ABC05300	ABC05300	SP		

NAMIBIA and ZIMBABWE

- 3) Note that for Namibian and Zimbabwean breeds the tag setup is straightforward:

When adding new animals or calves you simply enter the year-zero filled number and your Brand for example **11-0005ABC (remember the dash)**

If tags do not populate automatically when adding new animals Check the “Use animal Tag copy for Auto-Gen” button



SOUTH AFRICA

- 4) South African breeds the tag nomenclature is:

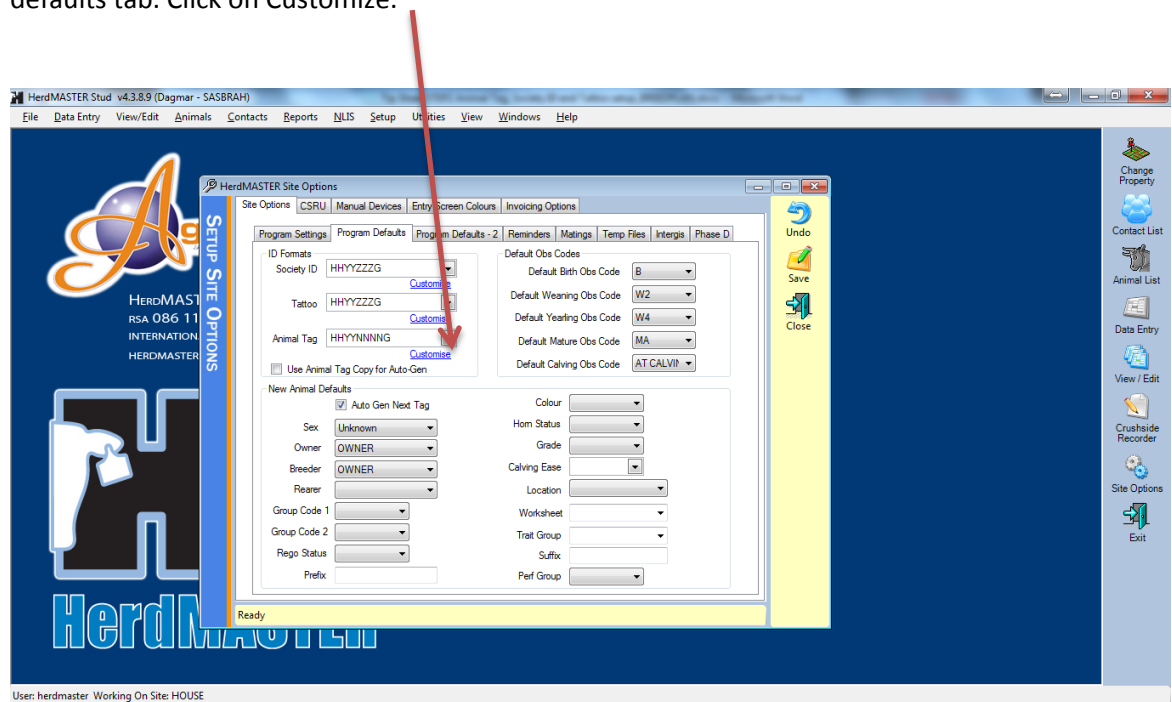
- Animal tag is zero filled for sorting purposes i.e. ABC-birthyear-zero-zero-1 (ABC09001). You can choose the numbers of zeros you want to use. A herd >1000 animals born per year will choose 3 zeros, a herd with <1000 animals will generally choose 2 zero's and a herd with less than 100 animals one zero.
- For the Society ID the zero's are automatically stripped by the program i.e. ABC-year-1 i.e. ABC091
- For SA Simbra an A, B and C is added on the end to define the breed status eg ABC09001A

- 5) When adding new animals the Animal tag automatically populates the Society ID and Tattoo. However, the animal tag needs to be correctly setup. We have assumed a default of THREE

characters for your Herd Ident (Brand). If it's less then you will need to set it up yourself as per below

CHANGE OF FORMAT (IF HERD BRAND IS NOT THREE CHARACTERS)

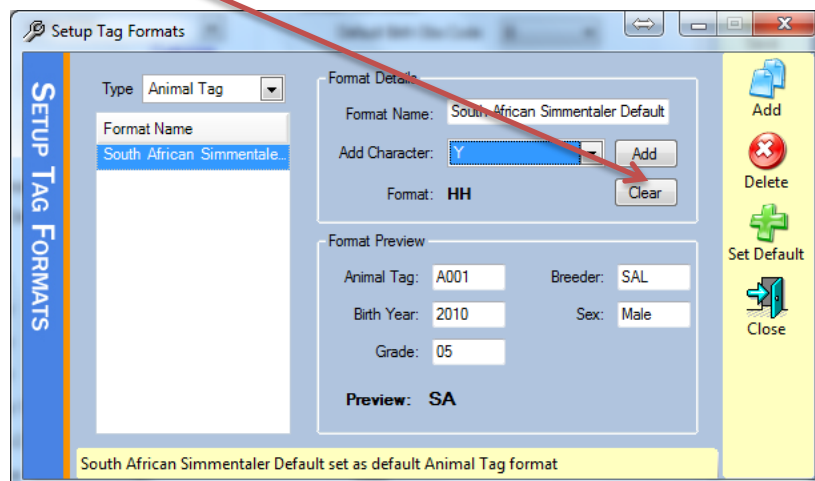
- Note, the format can be changed yourself. Go to setup/siteoptions and the Programs defaults tab. Click on Customize.

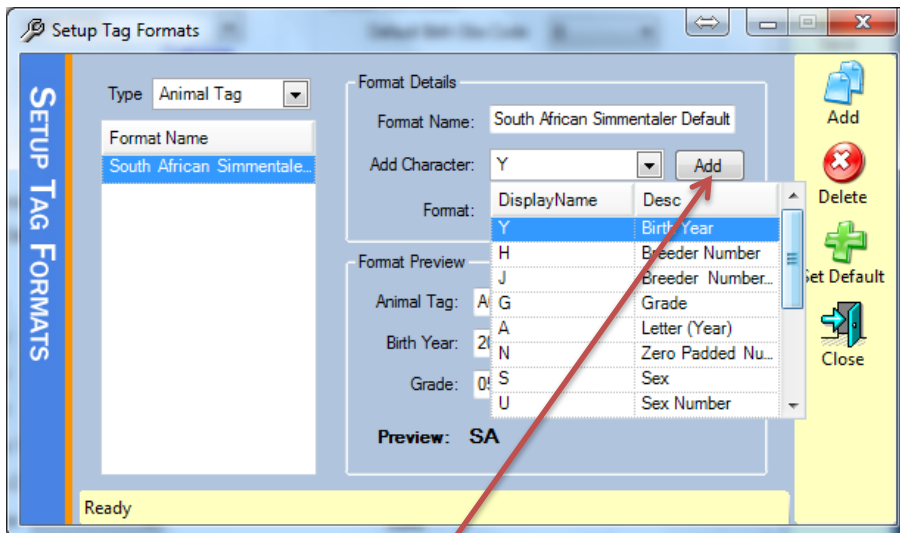


LETS ASSUME YOU HAVE A 2 DIGIT BRAND AND <100 animals born per year. Ideally you thus want the following Animal tag, Society ID and Tattoo.

Animal Tag AB1105
Society ID AB115
Tattoo AB115

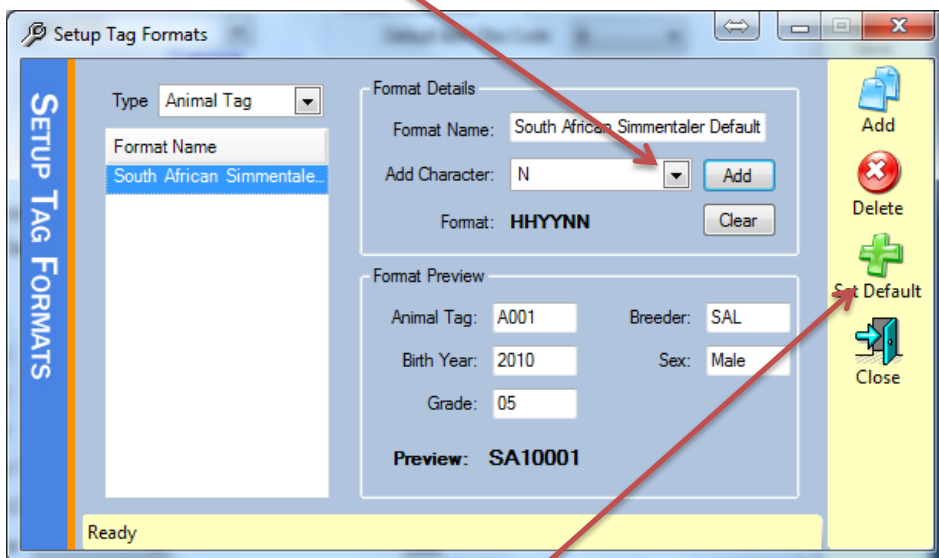
Start with the animal tag; Clear all the format until you are left with 2 characters for the Herd ID





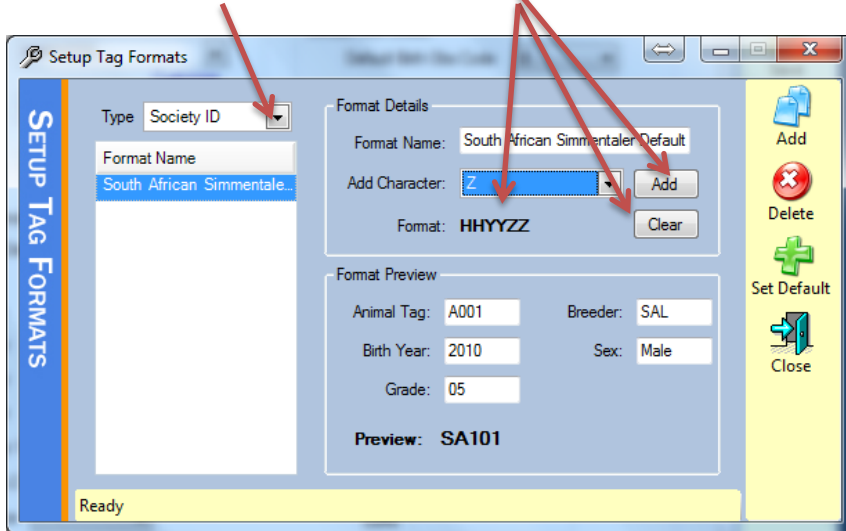
The Add the year (2 characters)

Then Add the Zero Padded (N) description

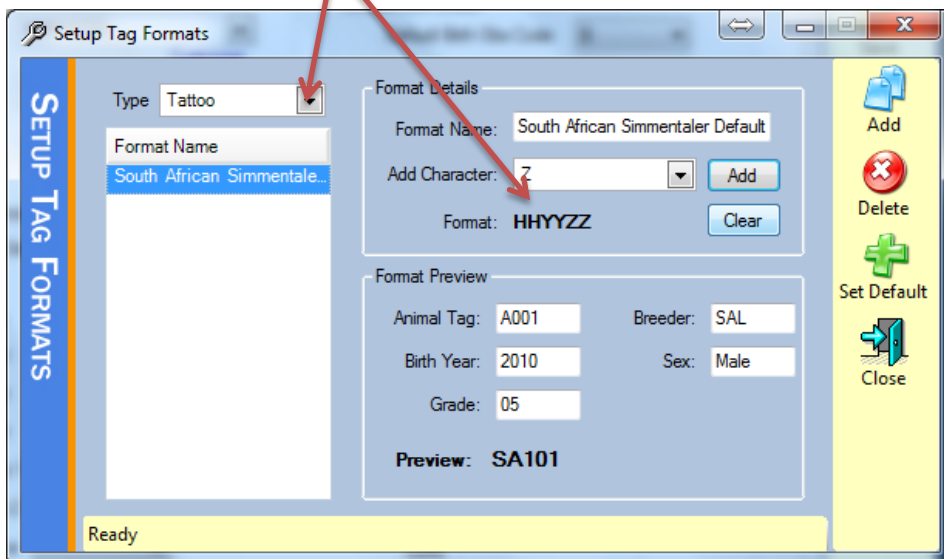


The format should thus be HHYZZZ (2 characters for herd, 2 for year and 2 zero's). Remember to Click the SET DEFAULT button to save the changes.

Now change the Society ID to the following (HHYZZ):

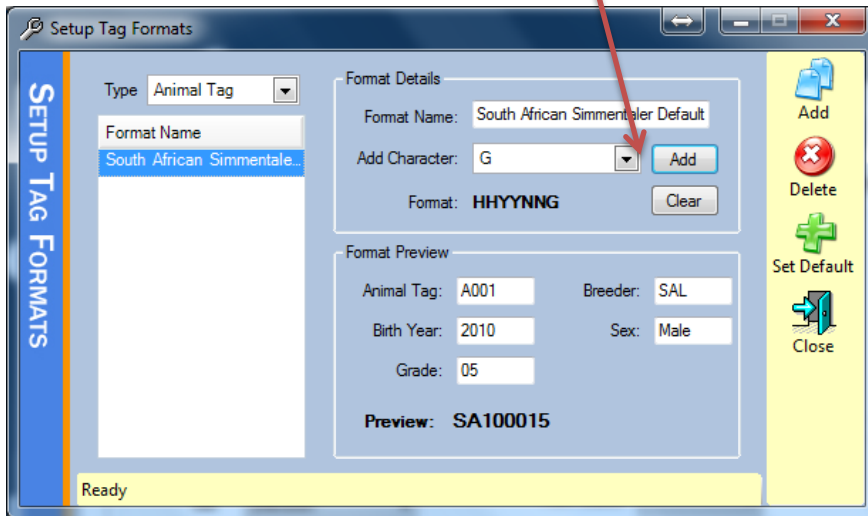


Do the same with the Tattoo (HHYZZ)



SIMBRA

For SIMBRA you need to add the Grade code (G) behind the Animal tag, Society ID and Tattoo so that you have, for example AB09005A



Example

Your Animal tag, Society ID and Tattoo setup will be:

Animal tag format - HHYYNNG = HD11005B

Society Id format – HHYYZZG = HD115B

Tattoo Format – HHYYZZG = HD115B

Animal tag format - HHYYNNG = HD1105B

Society Id format – HHYYZZG = HD115B

Tattoo Format – HHYYZZG = HD115B

SPECIFIC TO SIMBRA

The Simbra matings will automatically update the animal according to the mating table (Ensure your OWNER code is correctly setup as per the Tip Sheet in STEP1)

F1 X F1,F2,F3 = F2 calf

F2 x F2,F3,F4 = F3 calf

F3 x F3,F4 = F4

F4 =SP

For eg

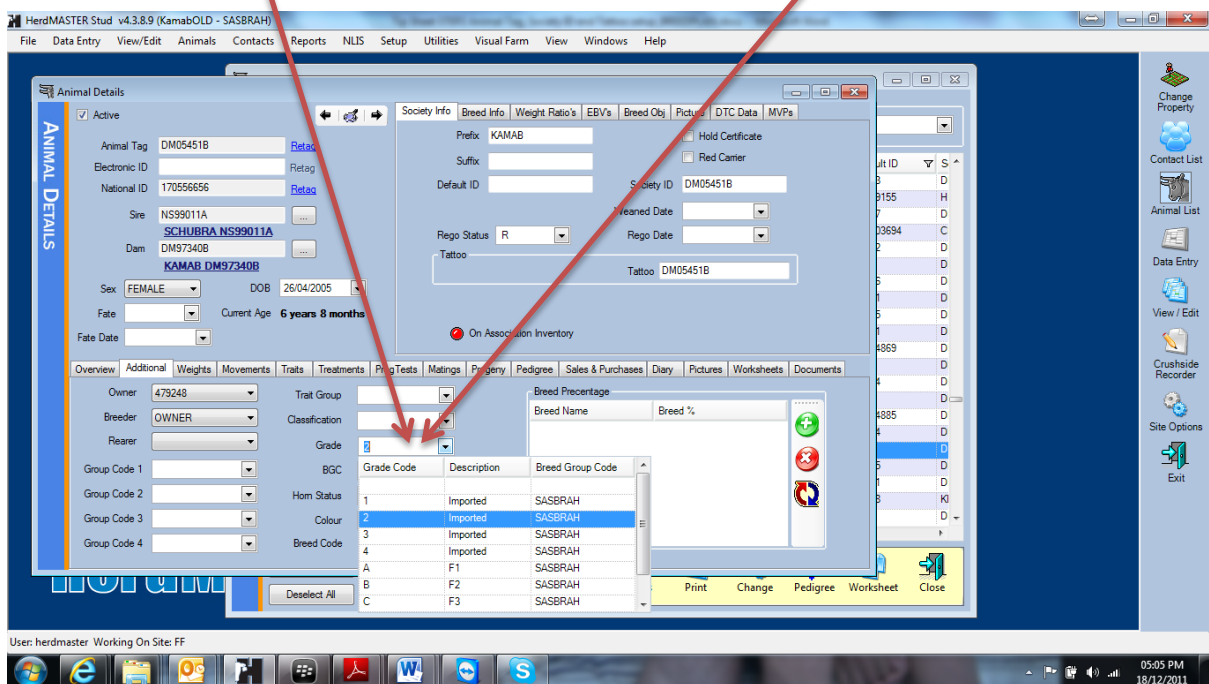
F1 Sire with F2 Dam = F2 Calf

F2 Sire with F3 Dam = F3 Calf

F3 Sire with SP Dam = SP Calf

HOWEVER, the Sire and Dam grade has to be correctly defined in HerdMASTER as per the below and each animal MUST have a grade code defined.

The Grade codes in the old version 3 of HerdMASTER were set to 1,2,3 and 4. These need to be changed to A,B,C and SP. Go to Animal List/Additional/Grade



Easiest is to setup 4 filters. Grade A, Grade B, Grade C and Grade SP. Initially set them to Grade 1,2,3 and 4. Go to the animal list/Bulk change and change the Grade 1 to A, 2 to B, 3 to C and 4 to SP throughout. Go back to the filter setup and change them to A,B,C and Sp for future reference (Tip, this is also an easy way to view your animals by grade at the same time)