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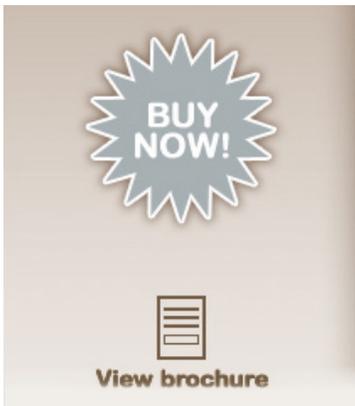
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## Cattle Entry

This is the main working section of the program. From this section the user can:

- 1) Add cattle to the herd
- 2) Remove animals from the herd
- 3) Relocate them from one pasture to another.
- 4) Work cattle, i.e. associate events with an animal or animals.
- 5) Edit and View all data associated with an animal, and finally
- 6) Edit any events that have been performed.



Location	Cows	Bulls	Heifers	Steers	Calves	Total
Lot1	0	0	4	2	0	6
Weaned	0	0	7	3	0	10
Flats	8	0	0	0	0	8
LotAA	33	1	0	0	16	50
Barn	0	0	0	1	0	1
Pasture1	28	2	0	0	22	52
-----	-----	-----	-----	-----	-----	-----
<b>Total Cattle</b>	<b>69</b>	<b>3</b>	<b>11</b>	<b>6</b>	<b>38</b>	<b>127</b>

### 4.1 Add Cattle

This section of the program adds animals to your herd inventory along with relevant information about each. It can also capture Dam & Sire information, which is very useful for certain reports and screens.

After pressing the Add button the following Add Cattle screen will appear. To Add an animal to your herd simply fill in all of the pertinent data for the animal that you are entering. The program will ask you to enter relevant information such as the Type, Breed, Location, Tag #, purchased/birth date, purchase costs (if applicable), user fields, etc.

Remember, the Type, Breed and Location information can be modified in the Farm Setup Section of the program to fit your needs. Also, two User fields are provided to allow the user to capture information that may be important for that user but is not found in any of the other fields. These User fields can be used for anything that you may want to keep track of concerning an animal, such as registration #, tattoo #, branding #, etc. They can be used for any purpose that you desire.

The Cancel button will take you back to the main screen without an update.

Breed, Type and Pasture are the only fields that are required for each animal. The other fields are not required, however, the more information you enter about the animal the more useful the reports will be.

The Types of animals that are preprogrammed into CattleWorks are: Bull, Cow, Heifer, Steer, Heifer Calf, Steer Calf and Bull Calf.

(The design of the CattleWorks program is for the user to select a Calf "type" at birth and then to "promote" this animal to Heifer/Steer/Bull/Cow as needed.)

**CattleWorks - Add Cattle**

### Add Cattle

**Breed Name**  **Type of Animal**  **Location**

**Tag #**  **Birth Weight**  **Date of Birth**

**Color**  **Grade**

**User Field 1**  **User Field 2**  **Purchase Price**  **Purchase Date**

**Description**

<input type="button" value="Select Sire"/>	<input type="button" value="Select Dam"/>								
<table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 10%; text-align: left;">Tag #</th> <th style="text-align: left;">Description</th> </tr> </thead> <tbody> <tr> <td style="border: 1px solid black; height: 20px;"></td> <td style="border: 1px solid black; height: 20px;"></td> </tr> </tbody> </table>	Tag #	Description			<table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 10%; text-align: left;">Tag #</th> <th style="text-align: left;">Description</th> </tr> </thead> <tbody> <tr> <td style="border: 1px solid black; height: 20px;"></td> <td style="border: 1px solid black; height: 20px;"></td> </tr> </tbody> </table>	Tag #	Description		
Tag #	Description								
Tag #	Description								

## 4.2 Remove Cattle

This section of the program removes animals from your herd inventory.

After pressing the Remove button the following Remove Cattle screen will appear. To remove cattle from your herd: 1) Choose the location that the animal or animals are located in. All animals in the chosen location will appear on the screen. 2) Place a check in each animal that is being removed, to do this place the cursor in the box next to the tag number and click. All animals that are selected have a check mark next to the tag. 3) Select whether the animal(s) were sold or died and enter the corresponding date and/or price. (The Sold and Died options are mutually exclusive, that is, you can only choose one or the other but not both.) 4) Press the Apply button in order to make the transaction take effect.

The Close button will take you back to the main screen without an update.

CattleWorks never actually removes these animals from the database, they are "flagged" as either sold or died and kept in the database. This is useful for reporting on animals that have died or sold over a certain period of time.

**CattleWorks - Remove Cattle**

### Remove Cattle

Choose Location

Click the Cattle that you are wishing to Sell or that has Died.

Tag	Type	Breed	Description	Color	AnimalID
<input checked="" type="checkbox"/> 79	Bull	Angus	JK Shoshone Destiny 4...	Black	215
<input checked="" type="checkbox"/> 100	Cow	Angus	CJ Lady HHF Spade Eiba	Black	182
<input type="checkbox"/> 100	Cow	Angus	JK Miss Lovana Destiny	Black	183
<input type="checkbox"/> 10-Y	Cow	Angus	JK Miss Bama Pride 5...	Black	151
<input type="checkbox"/> 11-Y	Cow	Angus	JK Miss Shosone Tont...	Black	152
<input type="checkbox"/> 13-Y	Cow	Angus	JK Miss Tonto Erica (o...	Black	154
<input type="checkbox"/> 14-Y	Cow	Angus	JK Miss Classy Gal (o...	Black	155
<input type="checkbox"/> 15-Y	Cow	Angus	JK Miss Bama Pride 5...	Black	167
<input type="checkbox"/> 16-Y	Cow	Angus	(old 86)	Black	175
<input type="checkbox"/> 27	Cow	Angus		Black	157

Choose the Option Below and then press Apply.

**Sold Cattle**  
 **Cattle Died**

### 4.3 Relocate Cattle

This section of the program allows you to move your animals from one location to another. If you do not have multiple locations, this section of the program is not applicable.

After pressing the Relocate button the following Relocate Cattle screen will appear. To move cattle from one location to another within your herd: 1) Choose the location that the animal or animals are located in. All animals in the chosen location will appear on the screen. 2) Place a check in each animal that is being moved, to do this place the cursor in the box next to the tag number and click. All animals that are selected have a check mark next to the tag. 3) Select the location that you want to move the animals to using the selection box at the bottom of the screen. 4) Press the Relocate Cattle button. The selected animals will be moved from one location to another.

The Close button will take you back to the main screen without an update.

**CattleWorks - Relocate Cattle**

### Relocate Cattle

Choose Location

Choose the Cattle that you wish to move, by clicking on the check boxes.

Tag	Type	Breed	Description	Color	AnimalID
<input checked="" type="checkbox"/> 79	Bull	Angus	JK Shoshone Destin...	Black	215
<input checked="" type="checkbox"/> 100	Cow	Angus	CJ Lady HHF Spade ...	Black	182
<input checked="" type="checkbox"/> 100	Cow	Angus	JK Miss Lovana Des ...	Black	183
<input type="checkbox"/> 10-Y	Cow	Angus	JK Miss Bama Pride ...	Black	151
<input type="checkbox"/> 11-Y	Cow	Angus	JK Miss Shosone To...	Black	152
<input type="checkbox"/> 13-Y	Cow	Angus	JK Miss Tonto Erica ...	Black	154
<input type="checkbox"/> 14-Y	Cow	Angus	JK Miss Classy Gal ...	Black	155
<input type="checkbox"/> 15-Y	Cow	Angus	JK Miss Bama Pride ...	Black	167
<input type="checkbox"/> 16-Y	Cow	Angus	(old 86)	Black	175
<input type="checkbox"/> 27	Cow	Angus		Black	157

Choose a Location Below and then Click " Move Cattle "

## 4.4 Work Cattle

This section of the program allows you to associate Events with an animal or several animals. (Event types were set-up in the Farm Setup section of the program)

After pressing the Work button the following Working Cattle screen will appear. To add events to one or several animals: 1) Choose the pasture that the animal or animals are located in. All animals in the chosen pasture will appear on the screen. 2) Place a check by each animal, to do this place the cursor in the box next to the tag number and click. All animals that are selected have a check mark next to the tag. 3) Select the event type using the arrow button. Select the date and add the cost of the event. 4) Next select the "Type of Cost". The cost can either be "per animal" or "split" between all animals selected. The "split cost" is useful for dividing the cost for events performed to an entire pasture. The total cost that is entered will be evenly divided for all animals selected. Finally enter any comments about the event that you want to record. (Note: The cost and comment entries are not required but could be useful for tracking all costs associated with an animal.) 5) Press the Apply button. The selected events will be added to the selected animals.

The Cancel button will take you back to the main screen without an update.

**CattleWorks - Worked Cattle**

**Work Cattle**

Choose Location  
LotAA

Choose the Animal(s) to Work by clicking on the Checkboxes

Tag	Type	Breed	Description	Color	AnimalID
<input type="checkbox"/> 79	Bull	Angus	JK Shoshone Destin...	Black	215
<input checked="" type="checkbox"/> 100	Cow	Angus	CJ Lady HHF Spade ...	Black	182
<input checked="" type="checkbox"/> 100	Cow	Angus	JK Miss Lovana Des...	Black	183
<input type="checkbox"/> 10-Y	Cow	Angus	JK Miss Bama Pride ...	Black	151
<input type="checkbox"/> 11-Y	Cow	Angus	JK Miss Shosone To...	Black	152
<input type="checkbox"/> 13-Y	Cow	Angus	JK Miss Tonto Erica ...	Black	154
<input type="checkbox"/> 14-Y	Cow	Angus	JK Miss Classy Gal ...	Black	155
<input type="checkbox"/> 15-Y	Cow	Angus	JK Miss Bama Pride ...	Black	167

Choose a Medical / Misc Event: [Dropdown]  
Date of Event: 07/26/2001  
Event Cost: [Text Box]  
Apply Cost To:  Per Animal  Split Cost

Explanation of Event: [Text Area]

Apply [X] Cancel

Per Animal [Text Box]  
Total Cost [Text Box]

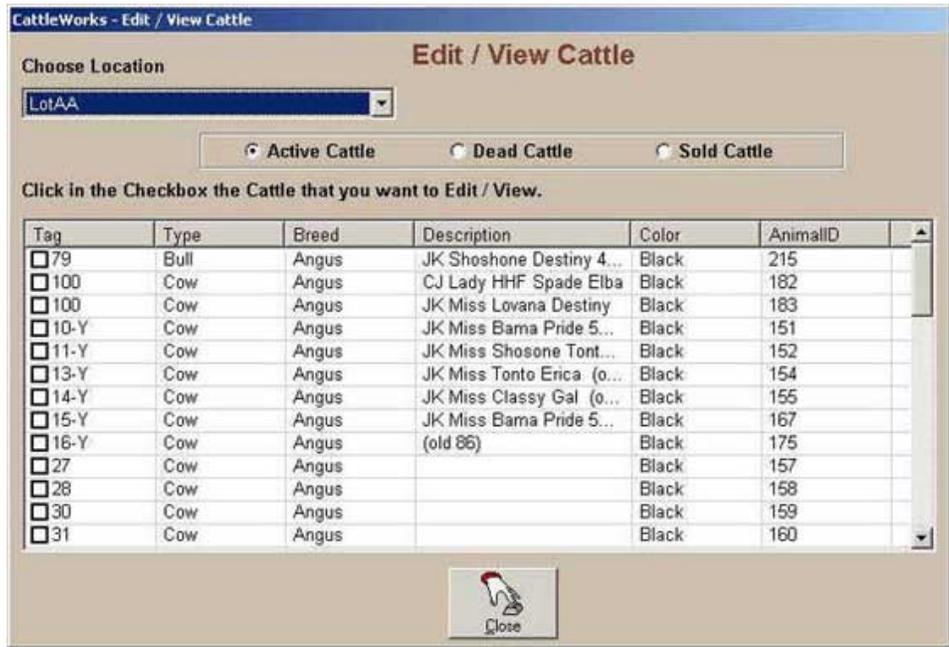
## 4.5 Edit/View Cattle

This section of the program allows you to view and edit all information that has been entered for a particular animal.

After pressing the Edit/View button the following Edit/View Cattle screen will appear. To select an animal to edit: 1) Choose the pasture that the animal is located in. All animals in the chosen pasture will appear on the screen. 2) Select whether the animal is Active, Dead or Sold. 3) Place a check by the animal, to do this place the cursor in the box next to the tag number and click. Only one animal can be viewed at a time. 4) As soon as an animal is selected another screen will appear. (Note: All animals will automatically be shown for Dead and Sold cattle)

A screen with two tabs will appear for the animal that is selected. Each tab has a different set of data about that animal. Click the top of the page on the tab to go to that respective screen. To add, modify or delete any data about the animal select the Edit button at the bottom of the screen, you will notice that the screen turns from gray to white, which indicates that you are ready to edit data. You can go to any field on either screen and change data, when you are finished select the Save screen to finalize your changes.

The Cancel button can be pressed at any time to return to the main program without saving any changes.



### 4.6 Edit Events

This section of the program allows you to view and edit all Event information that has been entered for all animals..

After pressing the Edit Events button the following Edit Events screen will appear. You can select either a date range of Events or a type of Event to edit. You may also select both a date range and a particular type. For example, you can select the "Tag/Vaccinate" event and choose to only look at Events for this year. Once these two selections have been made, press the View button to see the events.

