

# Pocket Guide

## FarmHQ PDA Edition



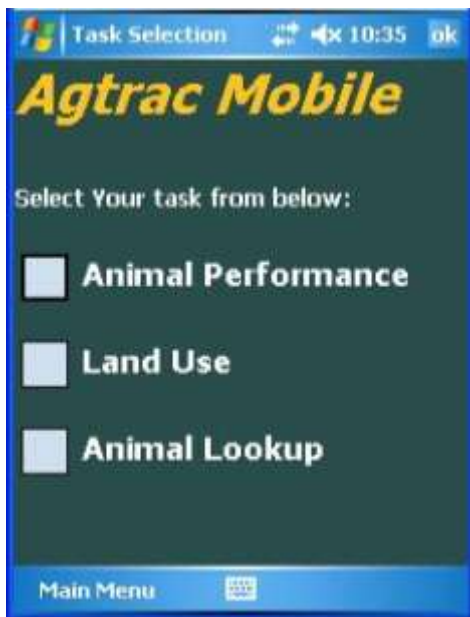
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# Main Menu



There are three main work flows within the PDA. They are:

- Animal Performance
- Land Use
- Animal Lookup

Animal Performance – The PDA can perform a number of performance tasks (Page 5).

This information can then be **uploaded into FarmHQ's** individual animal screen.

Land Use – Pasture cover and quality can be recorded by paddock (Page 4).

This information can then be **uploaded into FarmHQ's** feed budget.

Animal Lookup – The PDA allows you to either electronically or visually identify an animal and then view its life data. (Page 12)

Left-click the appropriate box to begin.

# Land use

Pasture Cover 10:41

Farm: Example Farm

Block: Irrigated Flats

Paddock: 1

Cover: 2500

Quality: 11

Cancel Finish Next

**Farm:** The PDA matches the "Farm" options within FarmHQ. Note the corresponding "Blocks" and "Paddocks" will automatically appear once the "Farm" is selected.

**Block:** The "Blocks" are determined by the "Farm" selected above. They are normally parts of the farm which are managed differently depending on topography, geographic location, or even level of development e.g. irrigated flats vs. hill country.

**Paddock:** The "Paddocks" are determined by the "Farm" and "Block" selected above.

**Cover:** Left-click on the "Pasture Cover" box. A pop-up "Key Pad" will appear. Left-click the appropriate numbers e.g. 2500. When you have finished left-click the "Save" button. If you make a mistake left-click on the "Delete" button.

**Quality:** Left-click on the "Quality" box. A pop-up "Key Pad" will appear. Left-click the appropriate numbers e.g. 11.

When you have finished left-click "Next" and the PDA will automatically move to the next paddock on the list.

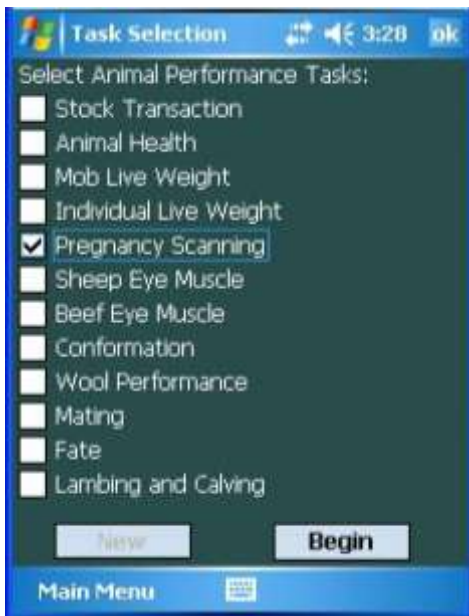
Start 3:37

125

7	8	9
4	5	6
1	2	3
0	.	/

Delete Save

# Animal Performance Task Selection



The PDA can perform a number of tasks.

To select a task left-click the corresponding white box and then "Begin"

Please note that you have the ability to select more than one task. When you have finished click begin.



Then enter the file details to best describe the mob you are working with.

The program will automatically enter today's date.

Then enter "MA Cows" or "MA Ewes" into the "Stock Class" drop-down. Note you do not need to enter a "Mob Tally".

When you have finished left-click the "Forward" button.

# Stock Transaction

Mob Data 3:52

### Stock Transaction

Transaction Type: Purchase

Farm Name: John Smith

Price Per Head: 456

Price/Kg Cwt: 3.6

Price Per Kg Lwt: 2.4

ASDNumber: 123456

Comment: good cond

<< Back Quit Forward >>

Load last Load next

**Transaction Type:** The first step is to enter the **"Transaction Type"** using the drop-down. To use the drop-down left-click the downward arrow on the right-hand side of the box. A list will appear with the different **"Transaction Type"** options.

**Farm Name:** Click on the box to the right-hand side of **"Farm Name"**. A cursor will appear within the box. Then click on the keyboard at the bottom of the screen. Use the keyboard to type in the **"Farm Name"** from where the stock have either arrived or been delivered to.

Start 3:37

125

7	8	9
4	5	6
1	2	3
0	.	/

Delete Save

**Price/Hd, Price/kg cwt, & Price/kg lwt:** Left-click on the desired box. A pop-up **"Key Pad"** will appear. Left-click the appropriate numbers. When you have finished left-click the **"Save"** button. If you make a mistake left-click on the **"Delete"** button.

**Comment:** Left-click on the keyboard at the bottom of the screen to type in the **"Comments"** box.

When you have finished left-click the **"Forward"** button.

# Stock Transaction

ScanForm 3:36

Connect Next Finish

EID Mode Prefix: fx

VID Mode Suffix: /06

Show Animal Details Tally: 0

EID	VID
-----	-----

If you wish to assign individual animals to the Stock Transaction screen you will need to scan them into the "Scanning Screen".

For information on how to use the scanning screen go to page 12-13.

# Animal Health

Mob Data 3:54

**Animal Health Mob**

**Product:** Genesis

**Batch Number:** D123

**Dosage:** 4

**Units:** MM

**Completed By:** Jon Porteous

**Comments:** light cond

<< Back    Quit    Forward >>

Load last    Load next

**Product:** The first step is to **select the "Product" using the drop-down.**

To use the drop-down left-click the downward arrow on the right-hand side of the box. A list will appear with **the different "Product" options.** Left-click the preferred option so that it turns blue. If you cannot see your desired option you will need to **enter the details of the "Product" into FarmHQ and re-download onto the PDA.**

For instructions on how to enter information into FarmHQ and then download onto PDA go to ["Animal Health Download"](#) within this help guide.

**Batch:** Based on the selected **"Product" a list of batch numbers** will be made available within this drop-down. Select the appropriate one by left-clicking the preferred option so that it turns blue. If the desired batch number is not available you will need to **enter the details of the "Product" into FarmHQ and re-download onto the PDA.**

# Animal Health

**Animal Health Mob**

Product: Genesis

Batch Number: D123

Dosage: 4

Units: MM

Completed By: Jon Porteous

Comments: light cond

<< Back   Quit   Forward >>

Load last   Load next

**Dosage:** A pop-up "Key Pad" will appear when you left-click the "Dosage" box. Left-click the appropriate numbers. When you have finished left-click the "Save" button. If you make a mistake left-click on the "Delete" button.

**Units:** Click on the box to the right-hand side of "Units". A cursor will appear within the box. Then click on the keyboard at the bottom of the screen. Use the keyboard to type in the "Units" being applied per dose.

**Completed By:** Left-click on the keyboard at the bottom of the screen to type in the "Completed By" box.

**Comment:** Left-click on the keyboard at the bottom of the screen to type in the "Comments" box.

When you have finished left-click the "Forward" button.

125

7	8	9
4	5	6
1	2	3
0	.	/

Delete   Save

# Animal Health

The screenshot shows the ScanForm application window. At the top, there is a title bar with the Windows logo, the text "ScanForm", and a system tray showing a signal strength icon and the time "3:42". Below the title bar is a search bar. Underneath are three buttons: "Connect", "Next", and "Finish". The main area contains two radio buttons: "EID Mode" (unselected) and "VID Mode" (selected). To the right of "EID Mode" is a "Prefix:" label and a text box containing "fx". To the right of "VID Mode" is a "Suffix:" label and a text box containing "/06". Below these is a checked checkbox labeled "Show Animal Details" and a "Tally:" label with the value "1". At the bottom, there is a table with two columns: "EID" and "VID".

EID	VID
982678678676	125/06

If you wish to assign individual animals to the animal health screen you will need to scan them into the "Scanning Screen".

For information on how to use the scanning screen go to page 12-13.

# Mob Liveweights

The screenshot shows a handheld device screen with the title "Mob Data" and a time of 12:36. The main heading is "Mob Live Weight". There are three input fields: "Average Weight:" with the value "456", "Score:" with the value "4", and "Comments:" with the text "To hill pdk". At the bottom, there are three buttons: "<< Back", "Quit", and "Forward >>". Below these buttons are two smaller buttons: "Load last" and "Load next".

**Average Weight:** A pop-up "Key Pad" will appear when you left-click on the "Liveweight" box. Left-click the appropriate numbers. When you have finished left-click the "Save" button. If you make a mistake left-click on the "Delete" button.

**Score:** A pop-up "Key Pad" will appear when you left-click on the "Score" box. Left-click the appropriate numbers. When you have finished left-click the "Save" button. If you make a mistake left-click on the "Delete" button

**Comment:** Left-click on the keyboard at the bottom of the screen to type in the "Comments" box.

When you have finished left-click the "Forward" button.

The screenshot shows a numeric keypad interface. At the top, there is a text input field containing the number "125". Below the input field is a 4x3 grid of buttons with the following values: Row 1: 7, 8, 9; Row 2: 4, 5, 6; Row 3: 1, 2, 3; Row 4: 0, ., /. At the bottom of the keypad are two buttons: "Delete" and "Save".

# Scanning Screen

EID	VID
982678678676	125/06

The "Scanning" Screen allows you to pair an "individual animal" to a performance measurement. To identify the animal you can either enter an "electronic", "visual", or "stud" number into this screen.

**Electronic Tag:** The first step is to ensure the "EID Mode" tick box has been selected. Turn on your RFID wand. Then left-click the "Connect" button in the "Scanning Screen". The PDA will automatically "Connect" to the PDA. When the RFID wand is connected a message will appear under the "Connect" button stating "Connected".

EID:	982678678676
Visual Tag:	125/06
Stud Tag:	fx125/06
Sire:	fx324/03
Dam:	tv285/04
Sex:	Male
Breed:	Romney
Birth Rank:	2
NLB History:	2.3.2.1.2

**Visual & Stud Tag:** The first step is to ensure the "VID Mode" tick box has been selected. If you would like to assign a prefix (e.g. stud prefix) or suffix (e.g. year code) enter the relevant information in the boxes labelled "Prefix" and "Suffix". Then left-click the long box at the top of the screen. A key pad will appear. Left-click the appropriate numbers – do not type in the prefix or suffix as this will automatically be entered. When you have finished left-click the "Save" button.

# Scanning Screen

EID	VID
982678678676	125/06

To view the "Life Data" screen left-click the tick-box "Show Animal Details" on the "Scanning Screen".

The "Life Data" screen contains key information about a specific animal which remains constant over time i.e. Sire & Dam.

Once you have reviewed the information left-click the "Forward" button to assign performance data against the individual.

If you choose NOT to view the "Life Data" you will automatically go to the "Performance" screen upon left-clicking the "Next" button.

EID:	982678678676
Visual Tag:	125/06
Stud Tag:	fx125/06
Sire:	fx324/03
Dam:	tv285/04
Sex:	Male
Breed:	Romney
Birth Rank:	2
NLB History:	2.3.2.1.2

# Individual Liveweight

The screenshot shows a software window titled 'Live Weight' with the identifier 'fx123/06'. The window has a blue header bar with 'Start' on the left and system icons on the right. The main area contains the following fields and buttons:

- EID:** (empty)
- Live Weight:**
- Carcass Weight:**
- LWT Gain:**
- Weigh Task:** - Condition Score:**
- Udder Score:**
- Comments:**

At the bottom, there are three buttons: '<< Back', 'Quit', and 'Forward >>'. Below these are 'Load last' and 'Load next' options with a keyboard icon.

**Liveweight:** A pop-up "Key Pad" will appear when you left-click on the "Liveweight" box. Left-click the appropriate numbers. When you have finished left-click the "Save" button. If you make a mistake left-click on the "Delete" button

**Carcass Weight:** A pop-up "Key Pad" will appear when you left-click on the "Carcass" box. Left-click the appropriate numbers. When you have finished left-click the "Save" button. If you make a mistake left-click on the "Delete" button.

The screenshot shows a 'Key Pad' pop-up window. At the top, there is a text input field containing the number '125'. Below the input field is a 4x3 grid of buttons:

7	8	9
4	5	6
1	2	3
0	.	/

At the bottom of the keypad are two buttons: 'Delete' on the left and 'Save' on the right.

**Liveweight Gain:** A pop-up "Key Pad" will appear when you left-click on the "Liveweight Gain" box. Left-click the appropriate numbers. When you have finished left-click the "Save" button. If you make a mistake left-click on the "Delete" button.

# Individual Liveweight

Start 3:56

**Live Weight** fx123/06

EID:

Live Weight:

Carcass Weight:

LWT Gain:

Weigh Task:

Condition Score:

Udder Score:

Comments:

<< Back Quit Forward >>

Load last  Load next

Condition Score: A pop-up "Key Pad" will appear when you left-click on the "Condition Score" box. Left-click the appropriate numbers. When you have finished left-click the "Save" button. If you make a mistake left-click on the "Delete" button.

Udder Score: A pop-up "Key Pad" will appear when you left-click on the "Udder Score" box. Left-click the appropriate numbers. When you have finished left-click the "Save" button. If you make a mistake left-click on the "Delete" button.

Comment: Left-click on the keyboard at the bottom of the screen to type in the "Comments" box.

When you have finished left-click the "Forward" button.

Start 3:37

7	8	9
4	5	6
1	2	3
0	.	/

Delete Save

# Pregnancy Scanning

Start 3:57

Pregnancy fx123/06

EID:

Number Scanned: Twin

Foetal Age: 3

Status:

Condition Score: #

Comment:

<< Back Quit Forward >>

Load last Load next

"Number Scanned", "Foetal Age" and "Status" have drop-down lists which you can quickly select.

Status is used for selected "Dams" which may be suitable for either "Embryo Transfer" or as "Recipients".

Condition Score: A pop-up "Key Pad" will appear when you left-click on the "Condition Score" box. Left-click the appropriate numbers. When you have finished left-click the "Save" button. If you make a mistake left-click on the "Delete" button.

Comment: Left-click on the keyboard at the bottom of the screen to type in the "Comments" box.

Start 3:32

Pregnancy 500

EID:

Number Scanned: Twin

Foetal Age: 2

Status: Recipient

Condition Score: Embryo Transfer

Comment:

<< Back Quit Forward >>

Load last Load next

When you have finished left-click the "Forward" button.

# Sheep Eye Muscle

Start 3:58

Sheep Eye Muscle fx123/06

EID:

Live Weight: 52

B: 12

A: 34

EMA: 54

C: 12

Comment:

<< Back Quit Forward >>

Load last Load next

As shown in Figure 4 the PDA allows you to enter the key data collected during eye muscle testing.

Each box has a key pad which you can use to place a number value against each performance trait. As shown below a pop-up "Key Pad" will appear when you left-click on a box. Left-click the appropriate numbers. When you have finished left-click the "Save" button. If you make a mistake left-click on the "Delete" button.

Note that the "Load last" and "Load next" buttons at the bottom of the screen allow you to transfer between animals in order to match the normal workflow that occurs during eye muscle testing. For example, you may be taking the "Liveweight" of animal two then left-click the "Load last" button to enter the "B", "A", and "C" measurements for the 1<sup>st</sup> animal.

When you have finished left-click the "Forward" button.

Start 3:37

125

7	8	9
4	5	6
1	2	3
0	.	/

Delete Save

# Beef Eye Muscle

The screenshot shows the main data entry screen for 'Beef Eye Muscle'. At the top, it displays 'Start', signal strength, and the time '3:59'. The title 'Beef Eye Muscle' is on the left and 'fx123/06' is on the right. Below the title, there are several input fields: 'EID:', 'Live Weight:' (with value 52), 'Scrotal:' (with value 42), 'Rump (P8):' (with value 8), 'Rib Fat:', 'EMA:', 'IMF%', and 'Comment:'. At the bottom, there are three buttons: '<< Back', 'Quit', and 'Forward >>'. Below these buttons are 'Load last' and 'Load next' options.

As shown in Figure 4 the PDA allows you to enter the key data collected during eye muscle testing.

Each box has a key pad which you can use to place a number value against each performance trait. As shown below a pop-up "Key Pad" will appear when you left-click on a box. Left-click the appropriate numbers. When you have finished left-click the "Save" button. If you make a mistake left-click on the "Delete" button.

Note that the "Load last" and "Load next" buttons at the bottom of the screen allow you to transfer between animals in order to match the normal workflow that occurs during eye muscle testing. For example, you may be taking the "Liveweight" of animal two then left-click the "Load last" button to enter the "B", "A", and "C" measurements for the 1<sup>st</sup> animal.

When you have finished left-click the "Forward" button.

The screenshot shows a numeric keypad pop-up. At the top, there is a text input field containing the number '125'. Below it is a 4x3 grid of buttons with the following values: Row 1: 7, 8, 9; Row 2: 4, 5, 6; Row 3: 1, 2, 3; Row 4: 0, ., /. At the bottom of the keypad are two buttons: 'Delete' and 'Save'.

# Conformation

The screenshot shows a software interface for recording conformation data. At the top, there is a 'Start' button and a clock showing 4:00. The title 'Conformation' is on the left, and 'fx123/06' is on the right. Below the title, there are several input fields: 'EID:', 'Claw Set:' (with value 5), 'Front Foot Angle:' (with value 4), 'Rear Foot Angle:' (with value 6), 'Rear Leg Hind:' (with value 3), 'Rear Leg Side:' (with value 4), 'Frame Score:' (with value 6), and 'Allocated Mob:' (with a dropdown menu showing 'Ring Sale'). There is also a 'Comments:' field. At the bottom, there are three buttons: '<< Back', 'Quit', and 'Forward >>'. Below these buttons are 'Load last' and 'Load next' options.

Each box has a key pad which you can use to place a number value against each performance trait.

When you left-click a box a popup number pad will appear. Left-click the appropriate numbers. When you have finished left-click the "Save" button. If you make a mistake left-click on the "Delete" button.

This screenshot shows the same 'Conformation' form, but with the 'Allocated Mob:' dropdown menu open. The dropdown menu lists five options: 'Ring Sale', 'Retain', 'Paddock Sale', 'Cull', and 'Lease'. The 'Quit' button is now highlighted. The rest of the form, including the 'Conformation' title, 'EID:', and other input fields, remains the same as in the previous screenshot.

Allocated Mob: Based on an individual's "Conformation" you can allocate an individual to a specific mob. The options are "Ring sale", "Retain", "Paddock Sale", "Cull", or "Lease".

When you have finished left-click the "Forward" button.

Start 4:01

Wool Performance fx123/06

EID:

Fleece Weight: 5

Micron: 16

C %:

Grade:

Fate: Feet

Comment:

<< Back Quit Forward >>

Load last Load next

The "Wool Performance" screen allows you to record animals during shearing.

Fleece Weight, Micron, & C%: As shown in Figure Five a pop-up "Key Pad" will appear when you left-click on the "Fleece Weight" box. Left-click the appropriate numbers. When you have finished left-click the "Save" button. If you make a mistake left-click on the "Delete" button.

Grade: Left-click on the keyboard at the bottom of the screen to type in the "Grade" box.

Fate: Based on your physical assessment of either the animal and/or the wool the "Fate List" drop-down allows you to "Fate" an animal and record the reason why. The options include "Black Spot", "Feet", and "Wool". Additional options can be added by calling 0800 248 722.

Comment: Left-click on the keyboard at the bottom of the screen to type in the "Comments" box.

When you have finished left-click the "Forward" button.

Start 3:37

125

7	8	9
4	5	6
1	2	3
0	.	/

Delete Save

# Mating

The screenshot shows a software interface titled "Mating List" with a header "fx123/06". It contains four input fields: "EID:" (empty), "Live Weight:" (containing "52"), "Sire:" (containing "SR250"), and "Comment:" (empty). At the bottom, there are three buttons: "<< Back", "Quit", and "Forward >>". Below these buttons are the labels "Load last", a keyboard icon, and "Load next".

The "Mating" screen allows you to record "Sires" mated to individual animals.

**Liveweight** A pop-up "Key Pad" will appear when you left-click on the "Liveweight" box. Left-click the appropriate numbers. When you have finished left-click the "Save" button. If you make a mistake left-click on the "Delete" button.

**Sire:** Left-click on the keyboard at the bottom of the screen to type in the "Sire" box.

**Comment:** Left-click on the keyboard at the bottom of the screen to type in the "Comments" box

When you have finished left-click the "Forward" button.

The screenshot shows a "Key Pad" interface. At the top, there is a text input field containing "125". Below it is a 4x3 grid of buttons with the following values: Row 1: 7, 8, 9; Row 2: 4, 5, 6; Row 3: 1, 2, 3; Row 4: 0, ., /. At the bottom of the keypad are two buttons: "Delete" and "Save".

# Fate List

The screenshot shows a software window titled "Fate List" with a system tray indicator "fx123/06". The window contains several input fields and dropdown menus. The fields are: "EID:", "Hogget Lambs:", "Lambs / Year:", "Lamb Deaths:", "Fate:" (with a dropdown menu showing "Cull"), "Reason:" (with a dropdown menu showing "Feet"), and "Comment:". At the bottom of the window, there are three buttons: "<< Back", "Quit", and "Forward >>". Below these buttons, there are two more options: "Load last" and "Load next".

The "Fate List" screen allows you to record animals that you have decided to cull and the reasons why.

The screen is divided into two key areas:

The first three boxes provide background information on how the selected animal has performed this season.

The last three boxes allow you to record why you decided to cull the animal.

Hogget Lambs, Lambs/Year, & Lamb Deaths are imported from FarmHQ. Contact our help desk if you require assistance via email ([helpdesk@agtrac.co.nz](mailto:helpdesk@agtrac.co.nz)) or free phone (0800 248 722).

Based on this historic data and your eye appraisal of the **animal you can use the "Fate" and "Reason" drop-downs** to describe your assessment.

When you have finished left-click the **"Forward" button**.

# Lambing & Calving

The screenshot shows a PDA interface for entering lamb or calf details. The title bar reads 'Start' and the time is 4:13. The main title is 'Lambs/Calves' with an 'Add Multi' button. The form fields are as follows:

Dam	SR567
EID:	
Visual Tag:	fx123/06
DOB:	25/05/07
Sex:	Male
Birth Rank:	2
Rear Rank:	2
Offspring Fate:	OK
Dam Fate:	Faulty Teats

Below the fields, it says 'No Dam Selected'. At the bottom, there are three buttons: '<< Back', 'Quit', and 'Forward >>'. At the very bottom, there are 'Load last' and 'Load next' options with a keyboard icon.

The key thing to remember is that you are entering the Lamb's details.

If you have imported the "Mating List" a drop-down will appear when you left-click the "Dam" box. You can either begin typing the "Dam's Visual Number" or use the scroll bar.

Based on the "Scanning Screen" either the "Visual" or "Electronic" number will already be filled in. Enter the corresponding number.

Date is automatic.

"Sex", "Birth Rank", and "Rear Rank", "Offspring Fate", and "Dam Fate" are all selected by drop-down.

If you need to add a sibling left-click the "Add Multi" button.

The PDA will automatically select the next sequential "Visual Tag".

Fill in the siblings details as described above.

This screenshot shows the same PDA interface but with the 'Add Multi' button clicked. The 'Dam' field now contains a table of mating data:

Dam Tag	Sire Tag	Mating Date
1345-2	556-4	15/04/2006
1345-4	342-4	15/04/2006
1347-2	1523-4	15/04/2006
1347-4	556-4	15/04/2006

Below the table, the form fields are:

Birth Rank:	
Rear Rank:	
Offspring Fate:	OK
Dam Fate:	

At the bottom, it says 'No Dam Selected'. The navigation buttons and 'Load last/next' options are the same as in the first screenshot.

# Lambing & Calving

The screenshot shows a PDA application window titled "Lambs/Calves" with a status bar at the top displaying "Start" and "4:14". The main form contains the following fields:

Dam	SR567
EID:	
Visual Tag:	fx124/06
DOB:	25/05/07
Sex:	
Birth Rank:	3
Rear Rank:	3
Offspring Fate:	
Dam Fate:	

Below the form, a yellow highlighted status bar reads "This dam has 2 lambs recorded". At the bottom, there are three buttons: "<< Back", "Quit", and "Forward >>". The very bottom of the screen has "Load last" and "Load next" options.

The PDA will also confirm the number of progeny to that "Dam" in the system.

If you need to add a triplet left -click the "Add Multi" button again.

The PDA will automatically select the next sequential "Visual Tag".

Fill in the siblings details as described above.

When you have finished left-click the "Forward" button.



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