Getting Started

PigCHAMP 4. Version

PigCHAMP®

Getting Started

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First – March 1985
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Copyright

Trademarks

Introduction

PigCHAMP is a computerized record keeping system for swine herds. The program was originally written and developed by the University of Minnesota and is currently licensed and marketed by PigCHAMP, Inc. of Ames, IA.

The goal of PigCHAMP is to provide a management and diagnostic tool for pig producers and veterinarians with the ultimate goal of contributing to the improvement of the pig industry worldwide.

For questions or comments regarding the use of the PigCHAMP program or the submission of comments for improving the program, please call or write:

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Conventions Used in this Manual

Keys that you must press on the computer keyboard are shown in brackets, e.g., <Enter>.

The term "Type" means that you need to use the keyboard to type the data for that field.

Characters to be typed in will appear in **boldface**.

The term "Enter" means that a pop-up list exists for this field. You can use the List Function key F1 to retrieve the pop-up list from which to select options, rather than having to type the data.

The term "Select" means highlight and press <Enter> on a menu.

If you must press two keys, one right after another, we separate the keys with a comma (e.g., <F1>, <Enter>). If you must press more than one key simultaneously, there will be no comma between the keys, (e.g., <CTRL> <END>).

Sample screens, screen options and report options will contain default data if default data exists. Otherwise they will contain sample data.

Technical Support

For questions regarding the use of the PigCHAMP program or to submit suggestions for improvement, please write or call:

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Chapter 1 - Getting Started

Section 1.1: Installation

The installation feature that comes with PigCHAMP will copy the program automatically into a subdirectory called PC4xx on the default drive of your hard disk (usually the C: drive).

Installing the PigCHAMP Program

To run the installation procedure, insert Disk 1 into the A: drive and, at the C:\> prompt, type:

A:INSTALL and press <Enter>

or, from the B: drive, type:

B:INSTALL and press <Enter>

When the installation is complete, the cursor will return to the C:\> prompt.

Installing PigCHAMP in Window 3.x

PigCHAMP versions 4.x and earlier are DOS applications. However, you can install PigCHAMP to run from Windows 3.x or Windows 95. You can choose from four different installation methods depending on the level of Windows compatibility you need. These methods are described in the following pages. Regardless of the method of Windows setup you choose, first install PigCHAMP as described earlier. For installation on Windows 95, see the section entitled *Installing PigCHAMP on Windows 95.*

Printer Setup with Windows

PigCHAMP does not support Windows printer setups. You must still set up your printer(s) for PigCHAMP by using the Printer Options Setup in the PigCHAMP program in Section 1.2, *Setting Up the PigCHAMP Program.*

Important Note About the SHARE Utility

If you decide to run PigCHAMP under a version of Windows prior to Windows 95, make sure that you have the SHARE utility installed in your AUTOEXEC.BAT file. The SHARE utility usually is installed as a component of your computer's operating system. If the SHARE utility is not installed and you use PigCHAMP under Windows, you could corrupt your data files. (This is not unique to PigCHAMP. If you use Windows in any but the simplest mode and do not use the SHARE utility, you run the risk of corrupting the data files for any program you use.)

The SHARE utility ensures that only one application can reference a data file at a time. If this protocol is violated, you will be prompted with an error message referring to a *sharing violation.* A sharing violation refers to a condition where two applications tried to make use of the same data file simultaneously. For example, in order to function, PigCHAMP uses language data files. You cannot run two copies of PigCHAMP simultaneously on the same computer, because only one copy can make use of the language data files at the same time. This condition could occur if you first started PigCHAMP from the DOS prompt (C:\) and then tried to run a second copy of PigCHAMP from Windows. Because you cannot share the language data files, most of the on-screen text in this second copy would be converted to numbers, making it impossible to read.

Windows Installation Method One

At the Program Manager window, double-click on the Main group icon to open it. Double-click the MS/DOS prompt icon in this window. At the C:\ prompt:

- Type: **CD\PC4xx** and press <Enter>.
- Type **PC** and press <Enter>.

The advantage of installing PigCHAMP using this method is that it doesn't require any special setup commands. The disadvantages are that it requires several extra commands beyond simply running PigCHAMP from DOS and that you are not taking advantage of the power of Windows.

Windows Installation Method Two

This method of installation lets you create an icon for PigCHAMP and place it in the Windows Applications group. Then you can start PigCHAMP from Windows by double-clicking on the PigCHAMP icon.

- Start Windows. From the Program Manager, select the group window in which you want PigCHAMP to reside (the Main group window, for example); open the group.
- From the File menu in Program Manager, select New. The New Program dialog box appears.
- Select the Program Item option and OK. The Program Item dialog box appears.
- Type the following information in response to the prompt:

Description:	**PigCHAMP**
Command Line:	**C:\PC4xx\PC.EXE** (if you installed PigCHAMP in the C:\PC4xx subdirectory)
Shortcut Key:	**<CTRL >+ <ALT> + any key of your choice.** (Press all three keys simultaneously to activate the shortcut key. This keystroke combination must be unique in order for the shortcut to work. This optional field lets you switch to PigCHAMP from anywhere in Windows, provided the PigCHAMP window already has been opened.)

- Choose the Change Icon button to see the default icon for this program item. You can view other choices for icons by using the <→> or <←> keys. If you prefer one of these icons instead, select the icon you want to use and click on the OK button.
- Click on the OK button to close the dialog box. The PigCHAMP program icon should now appear in the group.

The advantage of this method is that it easy and will give you most of the benefits of running PigCHAMP from Windows.

The disadvantage is that you cannot multitask when PigCHAMP is the primary application running. For example, if PigCHAMP is the first application you

opened from Windows, you will not be able to switch to another application, such as WordPerfect, while PigCHAMP is still open. You must first exit PigCHAMP and then open the other application.

Windows Installation Method Three

This method of installation lets you create a .PIF file for PigCHAMP and an icon based upon it. As a result, you can start PigCHAMP from the Windows directory by double-clicking on the icon with your mouse. You can also share time between PigCHAMP and other applications that run in the background.

- From the Program Manager, open the Main program group.
- Select and open the PIF Editor.
- Enter the following items in the PIF Editor box:

  Program Filename: **C:\PC4xx\PC.EXE** (if you installed PigCHAMP in the C:\PC4xx subdirectory)

  Window Title: **PigCHAMP**

  Optional Parameters: Not applicable; skip this.

  Start-up Directory: **C:\PC4xx** (if you installed PigCHAMP in the C:\PC4xx subdirectory)

  Video Memory: **High Graphics**

  Execution: **Background**

- Select Advanced. Change Foreground Priority = 50, and click on the OK box.
- Select the File menu of the PIF Editor box. Choose Save As and enter the following for the File Name Item:

  C:\WINDOWS\PC4.PIF. Select OK.

- From the File menu of the PIF Editor box, select Exit. Close the Main group window.
- Once back in the Program Manager window, select the program group in which you want PigCHAMP to reside; open the group.
- Select New from the Program Manager File menu.

- In the New Program Object box, select Program Item and click OK.
- In the Program Item Properties box, enter the following:

  Description: **PigCHAMP**

  Command Line: **C:\WINDOWS\PC4xx.PIF**

  Working Directory: **C:\PC4xx** (if you installed PigCHAMP in the C:\PC4xx subdirectory)

  Shortcut Key: **<CTRL> +< ALT> + any key of your choice.** (Press all three keys simultaneously to activate the shortcut key. This keystroke combination must be unique in order for the shortcut to work. This optional field lets you switch to PigCHAMP from anywhere in Windows, provided the PigCHAMP window already has been opened.)

- Choose the Change Icon button to see the default icon for this program item. You can view other choices for icons by using the <→> or <←> keys. Select the icon you want to use, and click OK.
- Click OK to close the dialog box. The PigCHAMP program icon should now appear in the group.

NOTE: Make sure the SHARE utility is installed in your autoexec.bat file before running PigCHAMP from Windows.

Installing PigCHAMP in Windows 95

To install PigCHAMP in a Windows 95 environment, complete the following steps:

- Turn on the computer with Windows 95 running.
- Click on the Start button. Choose Programs. Then click on the MS DOS item. A window with DOS running will be displayed.
- Insert PigCHAMP Disk 1 in the A: drive and in the DOS window at the C:\Windows> prompt,

  Type: **A:INSTALL** and press <Enter>.

  Or, from the B: drive,

  Type: **B:INSTALL** and press <Enter>.
- The install procedure will prompt you for each of the disks. The cursor will return to the C:\PC4xx> prompt when finished. In the DOS window, at the prompt, type **EXIT**, and press <Enter>.

Assigning a Shortcut Name and Icon to Your PigCHAMP Program

Position the mouse pointer on the Start button and click the RIGHT mouse button. A small box will appear. Next:

- Click on Open.
- Double-click on the Programs icon.
- Click on File and select New.
- Click on Shortcut.
- Type: **C:\PC4xx.EXE.**
- Click on Next.
- Type a shortcut name, for example, **PigCHAMP**.
- Then click Next.
- Select an icon and then click on Finish.
- Exit the Programs window by clicking the Close button (with an "X" in it) in the upper right corner of the window. Exit the other open windows in the same way.

To Run PigCHAMP in Windows 95

You may now run PigCHAMP through Windows 95. Follow these directions:

- Click on the Start button.
- Select Programs.
- From the Programs menu, click on the PigCHAMP program item.

NOTE: You should always exit completely from PigCHAMP before shutting down your computer.

Printer Setup in Windows 95

If you have Print Spooling turned on in Windows 95, you may run into a Device Conflict message when PigCHAMP finishes printing a report and attempts to return to a menu. This occurs because PigCHAMP is looking for the copy protection key at the same time as the Spooler is sending the report to the printer. To avoid this, you can do one of three things:

1. Install the special device driver that comes with the PigCHAMP copy protection key (see next section).

2. Send the reports to the screen first, and then to the printer. Wait for the reports to finish printing before escaping back to the report menu, or

3. Turn off Print Spooling:

    - Click on the Start button.
    - Click on Settings.
    - Click on Printers.
    - Highlight your printer.
    - Click on File.
    - Click on Properties.
    - Select Details.
    - In Port Settings, deselect Spool MS-DOS print jobs.
    - Click OK, then click OK again in the Properties window.
    - Close the Printers box.

Print spooling should now be turned off.

Deleting Zip Files

You can recover some space on your hard drive by deleting any zip files from the PC\4xx subdirectory. To do so:

- Make sure you are at the C:\PC4xx> prompt.
- Type: **ERASE *.ZIP** and press <Enter>.

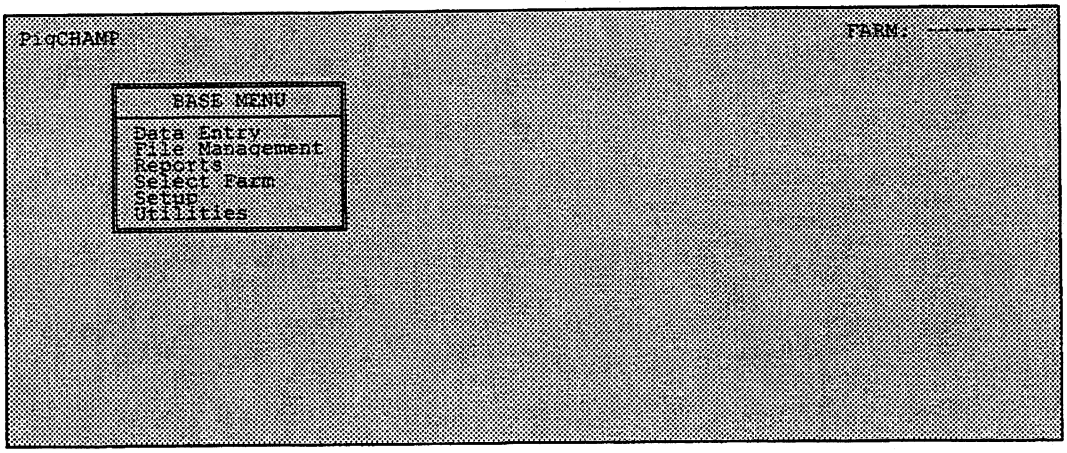
Running the PigCHAMP Program

Starting the Program

To run the PigCHAMP program, you must first go to the PigCHAMP subdirectory. To do so:

- At the C:\> prompt, type: **CD\PC4** and press <Enter>.
- At the C:\PC4> prompt, type: **PC** and press <Enter>.

The PigCHAMP program will display a banner screen with the copyright message and a prompt to enter the date or press <Enter>. If you already have the system date in your computer set at today's date, then just press <Enter>; otherwise, type today's date and then press <Enter>. You should now see the PigCHAMP program BASE MENU on the screen, as follows:



A Word About Menus

The PigCHAMP program has a system of nested or overlapping menus. You select the option you want by using the up <↑> and down <↓> keys or by pressing the first letter of that option. (If there are two options starting with the same letter, press the letter twice to get the second option.) Then press <Enter>, and the new menu will be displayed partially overlapping the existing one.

Quitting the PigCHAMP Program

Exit to the previous screen or menu by pressing <Esc>. When you are ready, you can quit the PigCHAMP program completely by pressing <Esc> at the BASE MENU.

Section 1.2: Setting Up the PigCHAMP Program

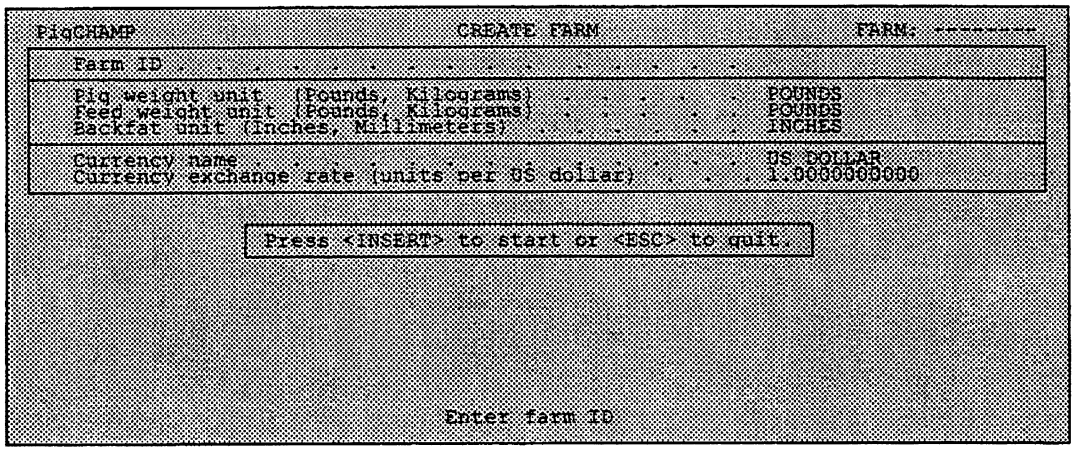
Before you can enter any data for your farm, you must first create farm data files. These files will store all new data that you enter, expanding as you add new data. If you are entering data for more than one farm, each farm must be setup properly and have its own separate data files.

Creating and selecting a farm are functions of PigCHAMP's File Management menu. Other housekeeping functions of File Management (such as backing up farm data, archiving data, rebuilding index files, and reorganizing, restoring and deleting farms) are explained in detail later in Chapter 3 of this manual. Those features, while important, are not necessary in the setup of your program. Use the following instructions to begin setting up your program.

CREATE FARM Command

The CREATE FARM command creates the farm's data files and adds the farm ID (along with some other basic information about the farm) to the farm directory on your fixed disk. You will not be able to start working with any farm data (i.e., select the farm, enter data or run reports) until you have created the farm on the PigCHAMP program with this command. Each farm for which you plan to enter data and run reports must be created initially on PigCHAMP using this command. The CREATE FARM screen is selected from the FILE MANAGEMENT menu.

CREATE FARM Screen At the BASE MENU, select the FILE MANAGEMENT menu. Then select the CREATE FARM screen. The screen will appear as shown below.



Farm ID

The first field you encounter on the screen asks for the Farm ID. The Farm ID may be two to eight characters long and may not contain any periods (.) or embedded blanks. Every farm in the directory must have a unique ID. (Additional information regarding your farm, such as the address, important phone numbers and the manager's name, are all recorded in the SETUP section of the BASE MENU, FARM DETAILS selection. However, this information is not required to complete the Create Farm procedure and begin entering data.)

Pig Weight Unit

Type the unit used to record the weight of pigs in your operation. Your choices are pounds or kilograms, depending on your management recordkeeping system. Press <F1> to view the choices, then select one. You can use either unit, but you must use it consistently when entering data in the PigCHAMP program.

Feed Weight Unit

Type the unit used to record the weight of all feeds used in your operation. Your choices are pounds or kilograms, depending on your management recordkeeping system. Press <F1> to view the choices, then select one. You can use either unit, but you must use it consistently when entering data in the PigCHAMP program.

Backfat Unit

Type the units for backfat measurement (for nursery, grow-finish operations), either inches or millimeters. Press <F1> to view the choices, then select one.

Currency Name

Type the unit of currency used to record costs for your operation (dollars, pesos, etc.).

Currency Exchange Rate

Type the currency exchange rate. This would be the approximate exchange rate of the currency you selected above, in units per U.S. dollar (for example, 1,000 pesos per U.S. dollar). This information is used to scale prices and costs so that data will fit on reports when an exchange rate is very high.

After entering the required information, the final command asks you to press <Insert> to start recording the Create Farm information or <Esc> to quit without recording the information.

SELECT FARM Command

The SELECT FARM command tells PigCHAMP which farm you want to work with. You will need to select a farm before you can begin to enter any information in the Sow/Boar, Group, Location, Feed or Ingredient Records, or to generate any reports. PigCHAMP always uses the selected farm when you enter data, manage data files, or run the PigCHAMP program reports.

Selecting a Farm

If you have only one farm in the PigCHAMP program, that farm is automatically selected each time you enter the program. If you have more than one farm, then you must select the farm you want to use before you can enter any data or run any reports. There are two methods of selecting a farm:

1. **From the DOS prompt.** Prior to entering the PigCHAMP program, instead of typing "PC" after the second backslash (\), type "**PC**", space and then the farm ID you want. For example:

   C:\PC4xx\PC SMITH

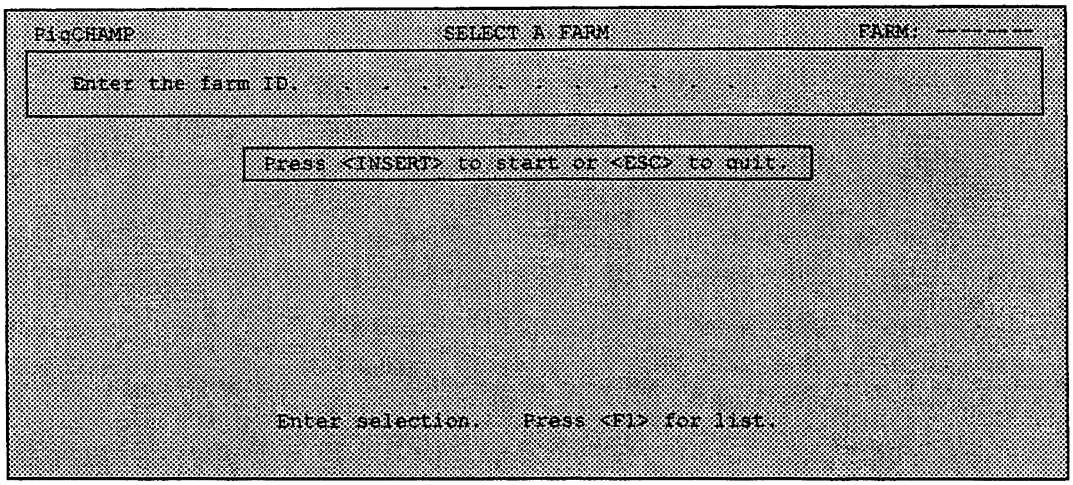
   When you reach the BASE MENU, you will see FARM: SMITH in the top right corner of the screen, and you can go straight into data entry or reports and start working. The SELECT FARM screen can also be entered from the BASE MENU by choosing Select Farm.

   NOTE: If you only have one farm in your farm list, it will be automatically selected. You will not have to enter it at the prompt line.

2. **The Select Farm command.** At the BASE MENU press <S> and <Enter>. The SELECT A FARM screen will appear. Type the name of the farm you want to use, or press <F1> to see a list of the farm names:

   NOTE: You can use this option to execute a "Custom Report Macro" from the DOS prompt or DOS .bat file. See the Report Manual section on macros for more information.

SELECT FARM Screen



NOTE: If the farm you want is not listed in the farm directory, you must create it using the CREATE FARM command. (See the CREATE FARM command, discussed earlier.)

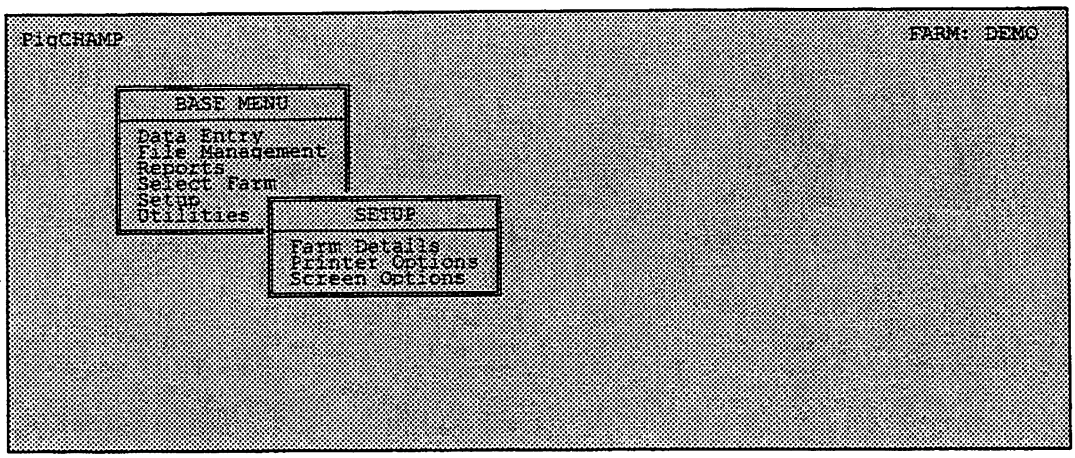
SETUP Commands

Now that you have created your farm, there are several tasks you should perform before you begin data entry to help ensure that all the necessary information about your swine operation is recorded in the right place.

The SETUP menu contains the tools to help you. The SETUP menu contains a catch-all list of operations that lets you perform such diverse tasks as: specify data about your farm's location (such as the address and manager's name), list particular farm details (number of farrowing crates or type of waste handling system) and establish target values for your herd (breeding herd population and financial goals).

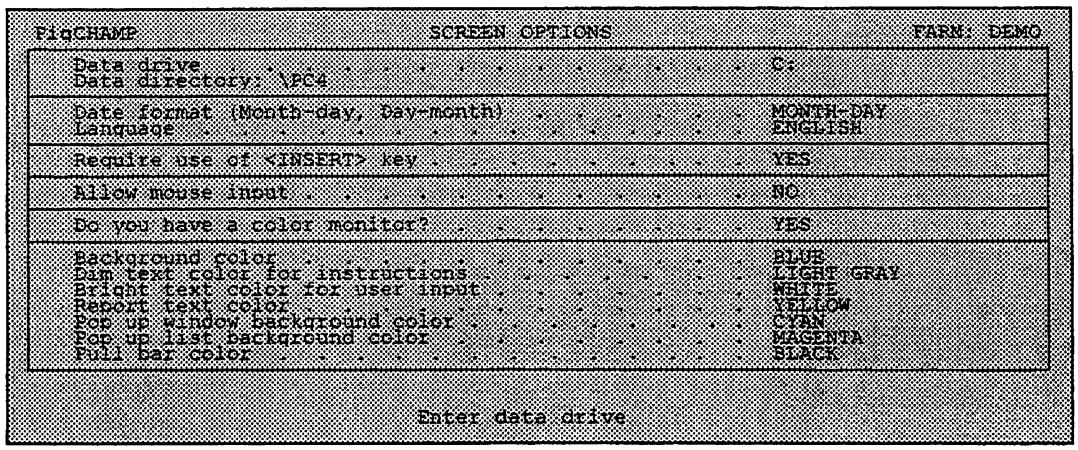
You can also set the printer and computer screen options for the proper operation of the PigCHAMP program. Therefore, you should put any data entry work on hold until you go through the SETUP menus and modify all the relevant parameters. That will help you to get the most out of the PigCHAMP program.

To access the SETUP menu, select Setup on the BASE MENU and press <Enter>. The SETUP menu will appear as follows:



Screen Options

The SCREEN OPTIONS function lets you modify several important parameters that control the operation of the PigCHAMP program. These parameters include: identifying the data drive and directory for PigCHAMP; identifying the date format or the sequence in which you will be entering data (month-day-year, day-month-year or 1,000 day format); setting up use of the <Insert> key for data entry; and setting up the mouse. The SCREEN OPTIONS screen, shown as follows, is selected from the SETUP menu.



(If you have a monochrome monitor and a monochrome display adapter in your computer, you will see only the first four boxes of this screen.)

Data Drive Type the disk drive where farm data files should be created (the drive name shown on the screen "C" is the name of the default data drive). You agree to this drive name by pressing <Enter>. If the program and data are on drive "D" then type **<D>** and press <Enter>.

Data Directory

This specifies the directory where the files will be stored. The default is \PC4xx. If you want to store your files in this directory, then agree to the default path directory shown by pressing <Enter>. If you want to create a different subdirectory, for example "C:\PC4xx\FARMS," type **\PC4xx\FARMS** and press <Enter>. If the subdirectory you specify does not exist, PigCHAMP will ask if you want it created. If you select Yes, PigCHAMP will create the subdirectory.

Date Format

There are many different ways to enter dates into the PigCHAMP program. You can enter the day, then the month, numerically; or the month, then the day, numerically; or the month and the day in an alphanumeric fashion. You can also enter the date in a 1,000 day calendar format. The Date Format Options feature lets you specify the dates throughout the system.

NOTE: Be aware of the importance of your selection. To enter the date numerically, you must tell the program whether to regard the first number as the month and the second as the day or to regard the first number as the day and the second number as the month.

Examples of Date Formats

Pressing <F1> at the date format prompt will pop up a list of choices for a date format. You can select one of three options for entering dates:

- **1,000-Day calendar format (##-###)**. The 1,000-Day calendar is a type of date system that is based on a 1,000 day cycle (approximately three years). The date is entered using five digits in the following format: ##-###, where the first two digits are the 1,000 day cycle number (01, 02, 03...) and the last three digits are the number of the day (000 up to a maximum of 999).

- **Day-Month format (DDMMYY)**. For example, 24/12/95 for December 24, 1995.

- **Month-Day format (MMDDYY)**. For example, 12/24/95 for December 24, 1995

Choose Carefully

Make sure you use the selected date format consistently when entering data into the PigCHAMP program. The default date format for the PigCHAMP program is the Month-Day format. The date can be typed with separators (12/24/95, 12.24.95, 12-24-95, 12*24*95, 12 24 95) or without separators (122495). Dates can also be entered using a three-letter month abbreviation, as in:

ddMONyy format (24DEC95 or 24 DEC 95) or
MONddyy format (DEC2495 or Dec 24 95)

Any of these three-letter month formats can be used regardless of which date format you selected.

Language Options

There are presently six user selected language choices for PigCHAMP version 4.0. Pressing <F1> at the language option will display a menu of choices available. The language you select will become the language displayed in the program. Your choice of language does not affect the way PigCHAMP processes data or runs reports. It merely makes the program easier to use, depending on your native language. Foreign language files are available upon request from the PigCHAMP office.

Special Language Note

The language type you choose during the create farm procedure becomes the language of record for that farm. You should not switch from one language type to another while working with a farm. You will encounter problems when running reports, especially with reports created by macros. Please be consistent with your choice of language when working with the PigCHAMP program.

Required Use of <Insert> Key

You may require the use of the <Insert> key by selecting Yes here. If you choose No, pressing either the <Insert> key at any point or the <Enter> key at the last row on a report options screen, will initiate the running of the report. In the earlier versions of the PigCHAMP program, the <Enter> key was used to complete data entry, move from one row of data to another and initiate the computation of reports. In PigCHAMP 4.0, the <Insert> key has been programmed to take over some of the functions of the <Enter> key. For example, pressing <Insert> lets you complete entry of an event from any field without repeatedly pressing the <Enter> key to move through the remaining fields. The <Insert> key is also used to start the computation of reports, once all options on the REPORT OPTIONS screen are acceptable.

Allow Mouse Input

You may allow the use of a mouse to make it easier to move around the PigCHAMP program by selecting Yes at this prompt. Refer to your mouse hardware and software installation procedures for installing your mouse. PigCHAMP will automatically recognize if you have the mouse hardware and software properly installed and it will allow use of the mouse if you select Yes for this option.

Color Monitor

If you have a color display adapter and a color monitor, press <Y> and <Enter>. You now have the option of changing the screen colors used in the PigCHAMP program.

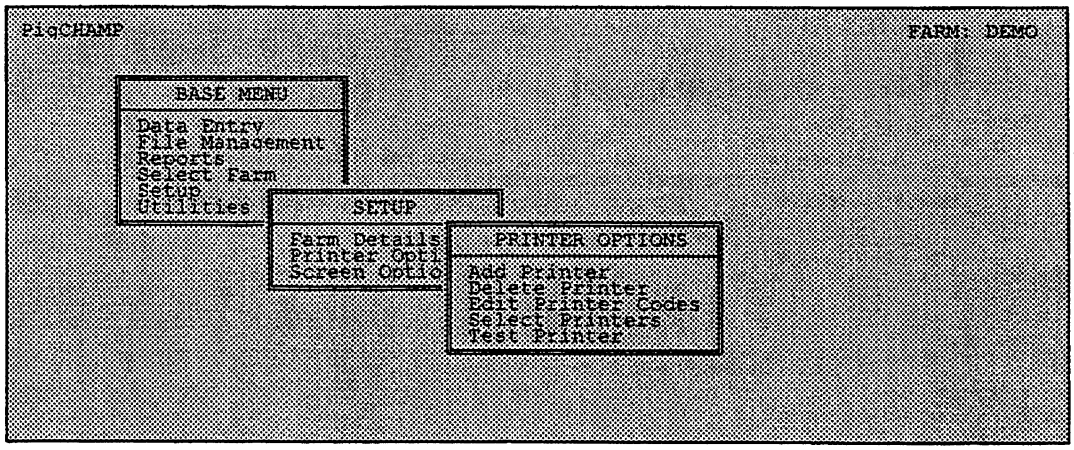
Printer Options

The PigCHAMP program can display all reports on the screen or it can send them to a printer. You may also save them as an ASCII (American Standard Code for Information Interchange) file. ASCII is a standard code into which all computer codes can be translated and that all computer systems can understand. ASCII formatted data makes it possible to transfer the data from one software system to another.

Before you can begin to print a hard (paper) copy of the PigCHAMP program reports, you must tell the PigCHAMP program the type of printer you are using so that the program can send the printer proper instructions for receiving data. The PigCHAMP program includes a list of common printer definitions, so in most cases you need only to select your printer from the list. The printer options section include: Add Printers, Delete Printers, Edit the Printer Codes and Test the Printer. Under most conditions, you will only have to work through the Printer Options section once, unless you change printers or printer specifications. Then you will need to modify the necessary parameters in the Printer Options menu.

PRINTER OPTIONS Screen

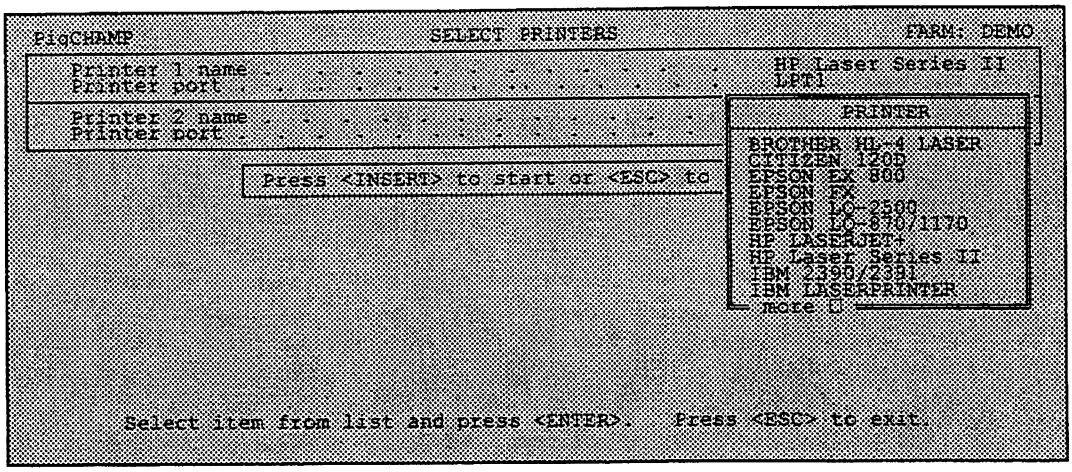
To access the PRINTER OPTIONS menu, select Setup at the BASE MENU. Then select Printer Options from the Setup menu. Your screen should appear as below.



From the PRINTER OPTIONS menu, select the SELECT PRINTER screen. To view a list of printers that have already been defined for the PigCHAMP program, press <F1>. (See the example screen on the top of the next page).

Highlight your printer and press <Enter>. The PRINTER OPTIONS menu will display.

SELECT PRINTERS Screen



Printers that are supported by the PigCHAMP program include:

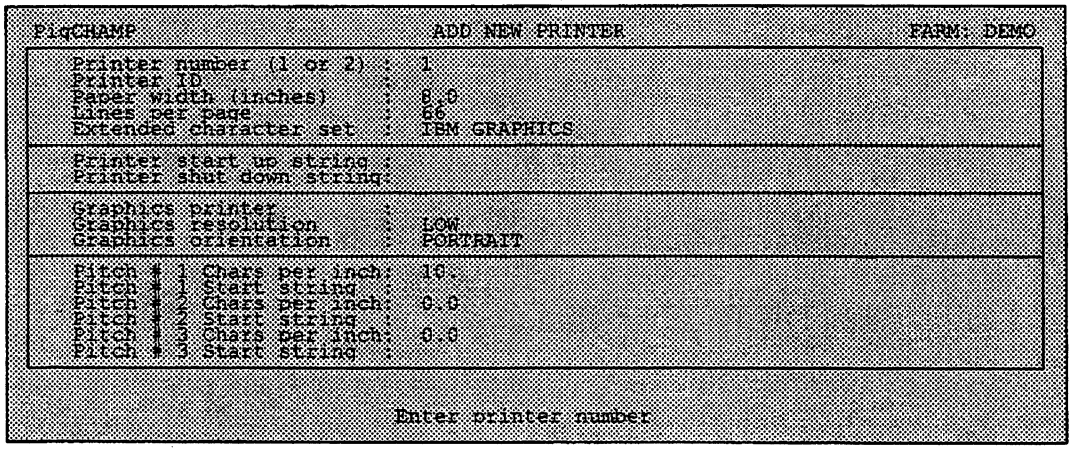
Brother HL-4 Laser
Epson EX 8000
Epson FX
Epson LQ 2500
Epson LQ 8700/11700
Okidata 10/12/15
Okidata 10/15/17
Okidata 192/193
Okidata 84/92/93
Citizen 120D
HP Laserjet +
HP Laser Series II
IBM Laser Printer
IBM Proprinter
IBM 23900/2391
Okidata 12/15/17
Okidata 192/193 (IBM)

NOTE: If your printer is not on the list, check the printer manual to see if your printer is compatible with any printer on the list (for example, Epson compatible or IBM compatible). If your printer is not compatible with any printer shown on the list, you will have to add a new printer definition. (See the Add Printer section below for more information.) After selecting a printer, press <Esc> until you return to the BASE MENU. Make sure to select your printer port before escaping.

ADD NEW PRINTER Screen

If your printer is not on the list of the SELECT PRINTERS screen, and it is not compatible with any printer on the list of printers supported by PigCHAMP, you need to add it to the list as follows:

From the Setup menu, select Printer Options. Then select the ADD NEW PRINTER screen. Your screen should look like the one that follows.



Enter your printer definitions on the ADD NEW PRINTER screen. You can find this information in the manual supplied with your printer. Here is what to enter at the cursor prompts:

FIELD	WHAT TO ENTER
Printer number (1 or 2)	Identify the printer as #1 or #2.
Printer ID	Enter the Printer ID as it will appear on the selection list (20 characters or less).
Paper width (Inches)	Enter the printing width for your printer in inches (usually eight inches for standard paper widths).
Lines per page	Enter the number of lines on each page (default is 66 lines).

FIELD	WHAT TO ENTER
Extended character set	Press <F1> for a list of graphics character sets used by this printer. Characters are already defined for IBM graphics, Epson and line printers. You can define them for your own printer by entering the first letter of your choice. <I> for IBM, <E> for Epson, <L> for line printer or <U> for user defined. Extended characters are used for printing the bar charts, histograms and scatter plots in various reports. If you selected user defined as the graphics type, you can type the following specific graphics characters used by your printer in the following order:

Horizontal line –	Bottom right corner ┘
Vertical line |	Top left corner ┌
Tick mark left ┤	Top right corner ┐
Tick mark right ├	Light block
Tick mark up ┴	Heavy block
Tick mark down ┬	Heaviest block
Cross (plus sign) +	Half height block
Bottom left corner └	

NOTE: Type quotes around printable characters (put quotes at the beginning and end of the string of characters (i.e., "+ – = ...") or enter the characters' ASCII decimal equivalent with a space between each number.

Printer start-up string	The command sent to the printer when the printing operation begins (not used for most printers).
Printer shut-down string	The command sent to the printer when the report finishes printing (not used for most printers).

Graphics Printer	Press <F1> for a list of graphics printers to select.
Graphics resolution	Press <F1> for a list of resolution choices (low, medium or high).
Graphics orientation	Press <F1> for a list of orientation choices (portrait or landscape).
Pitch #1, #2 or #3 (Char/in)	Enter the number of characters per inch and the start string that tells the printer what to use for pitch #1, #2 and #3.
Start string	Type quotes around printable characters. For other characters, enter the ASCII decimal equivalents of the characters (for example, 27 for the <Esc> character).
Sample string	18 27 "P"

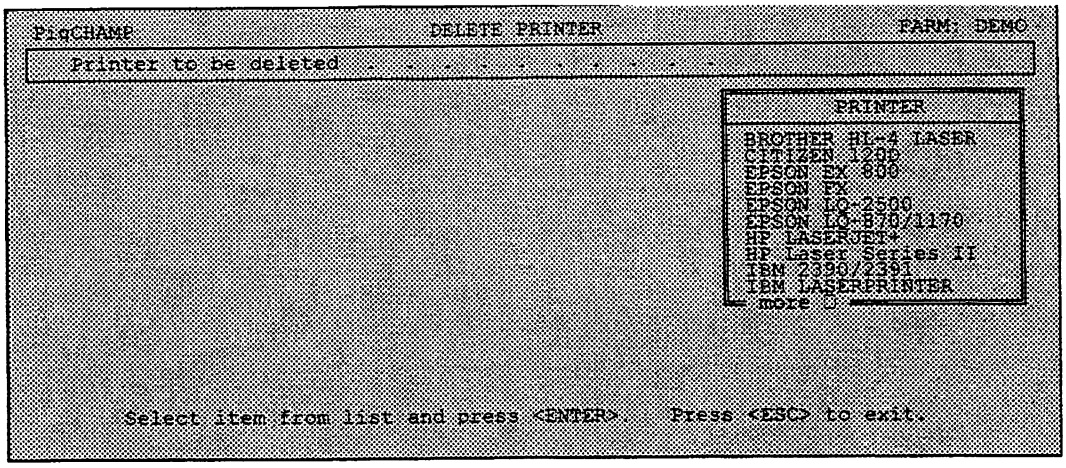
When printing reports, the PigCHAMP program will select the pitch most appropriate for the reports. List only those pitches that you will want the program to use for report printing.

IMPORTANT NOTE

The technical information required to add a printer is in your printer manual. If your printer is not on the selection list, and you have problems defining it (usually indicated by an inappropriate pitch or extra characters at the top of a report), contact the PigCHAMP technical support office for assistance at (515) 233-2551.

DELETE PRINTER Screen

The DELETE PRINTER command lets you delete a printer you previously selected from printer options. From the PRINTER OPTIONS screen, select Delete Printer. Once the DELETE PRINTER screen is displayed, press <F1> for a pop-up list of the printers that are available for deletion. Select a printer from the list and press <Enter>. The DELETE PRINTER screen with the pop-up printer selection follows.



Edit Printer Codes

The EDIT PRINTER CODES command lets you change the definition of the selected printer. Use this command to change the available pitches for an existing definition or to correct an Add Printer definition that is not working. For example, if you want to force condensed printing for all reports, use the EDIT PRINTER CODES command to eliminate all pitches except the condensed one. The PigCHAMP program will then be forced to use the condensed pitch to print all reports instead of choosing the most appropriate pitch from the list.

To delete a printer string (such as a start pitch string), position the cursor at the field you want to change and press <CTRL> <END> or <CTRL> <Y>.

To delete a pitch from the list, position the cursor at the pitch you want to change and press <CTRL> <END> or <CTRL> <Y>.

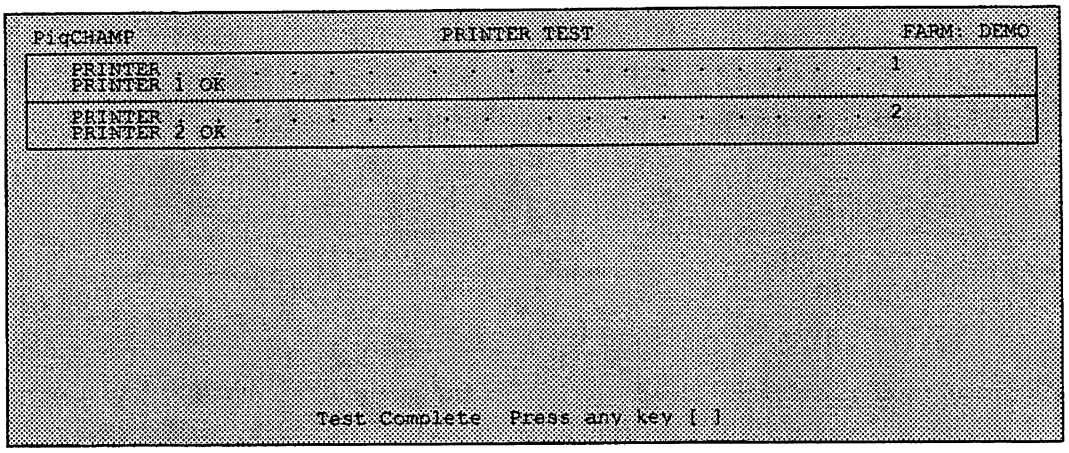
The EDIT PRINTER CODES screen is the same as the ADD PRINTER screen except that the current values for the selected printer are already on the screen. Move down through the fields using the <↑> or <↓> keys until you reach the field you want to change, then type the new information over the existing information.

PRINTER TEST Screen

The PRINTER TEST screen lets you determine if your computer is connected and configured properly for your printer, and whether or not your printer is turned on. A message on your screen tells you the status of your printer:

PRINTER 1 OR 2 IS OK or PRINTER 1 OR 2 IS NOT SELECTED.

The option screen follows:

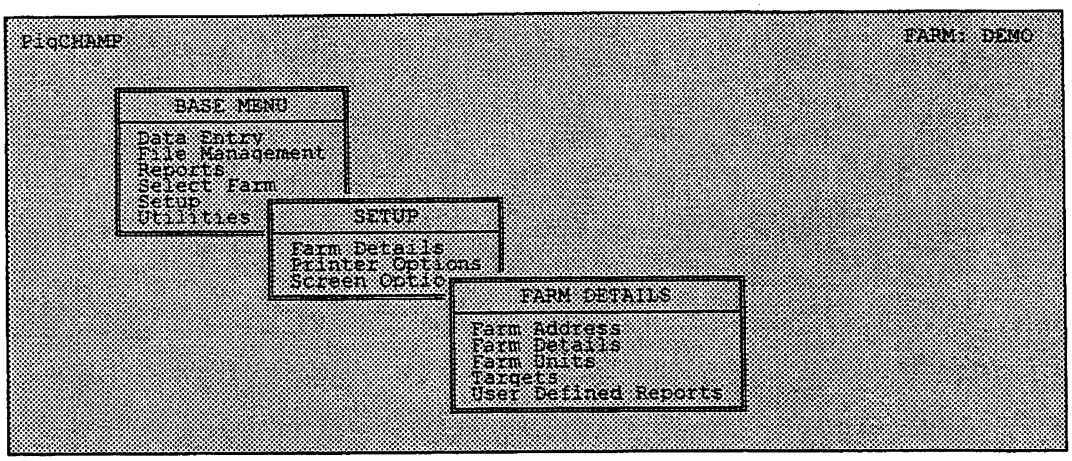


FARM DETAILS Menu

The FARM DETAILS menu presents you with options that allow you to tailor the PigCHAMP program to your own swine operation by giving you the power to specify information ranging from the manager's name to your type of waste handling system. FARM DETAILS also lets you set target values for the breeding herd population and to create your own user defined reports. The FARM DETAILS menu is composed of five options: Farm Address, Farm Details, Farm Units, Targets and User-Defined Reports.

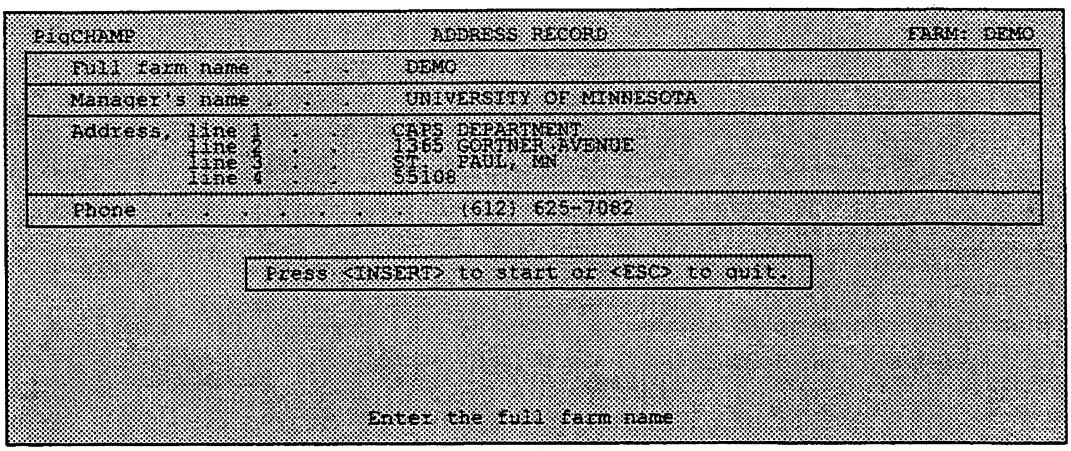
FARM DETAILS Screen

To access the FARM DETAILS menu, select Setup at the BASE MENU. Then select Farm Details from the SETUP menu. Your screen will appear as follows:



Farm Address Record

From the FARM DETAILS menu, select the ADDRESS RECORD screen. The screen should appear similar to the following:



Full Farm Name Type the full name of the farm.

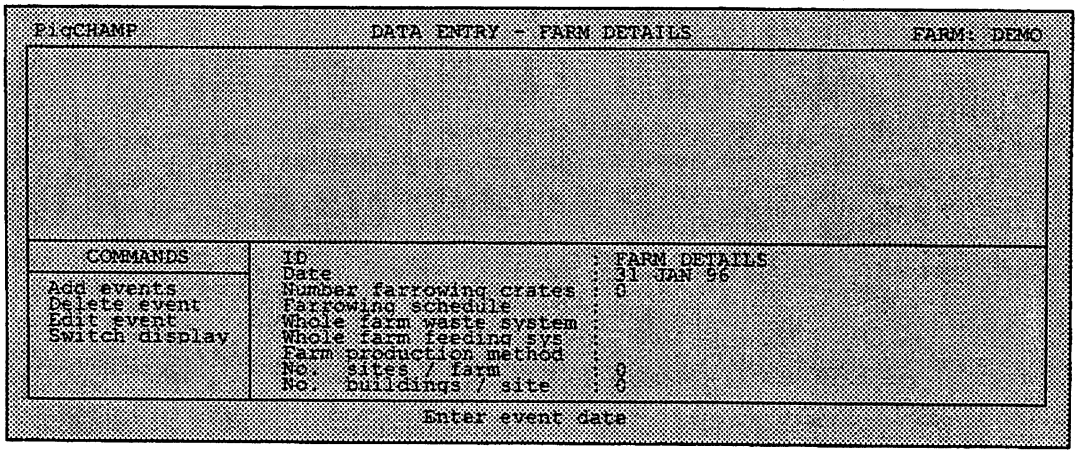
Manager's Name Type the manager's name.

Address, Lines 1-4 You have four lines available to record the mailing address of your farm.

Phone Type the phone number of the contact person at the farm.

Farm Details Record

From the FARM DETAILS menu, select the FARM DETAILS screen and press <Enter>. At the Add Events field, press <Enter>. You will see this screen:



ID

After pressing <Enter> at the Add Events field, the cursor will go to the Date entry line, in the process skipping over the ID entry. This is because the ID term has been programmed to always be listed as FARM DETAILS. You are not able to edit this term.

Date

Type the date of the data entry session.

Number of Farrowing Crates

Type the number of farrowing crates on the farm site. You will need to change (and should change) only the number of farrowing crates as the farm changes. For example, let's assume you have 20 farrowing crates. But you are building a new farrowing room with 20 crates that you plan on using Jan. 1, 1997. At that time, you should record the date and the new TOTAL number of crates (e.g., 40).

Farrowing Schedule

Type the farrowing schedule for your operation. Or, press <F1> to see a selection of farrowing schedules to choose from. Use the <↑> and <↓> keys to move through the list and press <Enter> to select an item.

Whole Farm Waste System Type the method of whole farm waste handling for your operation. Or press <F1> to see a selection of waste handling systems. Use the <↑> and <↓> keys to move through the list and press <Enter> to select an item.

Whole Farm Feeding System Type the whole farm feeding system for your operation. Or press <F1> to see a list of farm feeding systems. Use the <↑> and <↓> keys to move through the list, and press <Enter> to select an item.

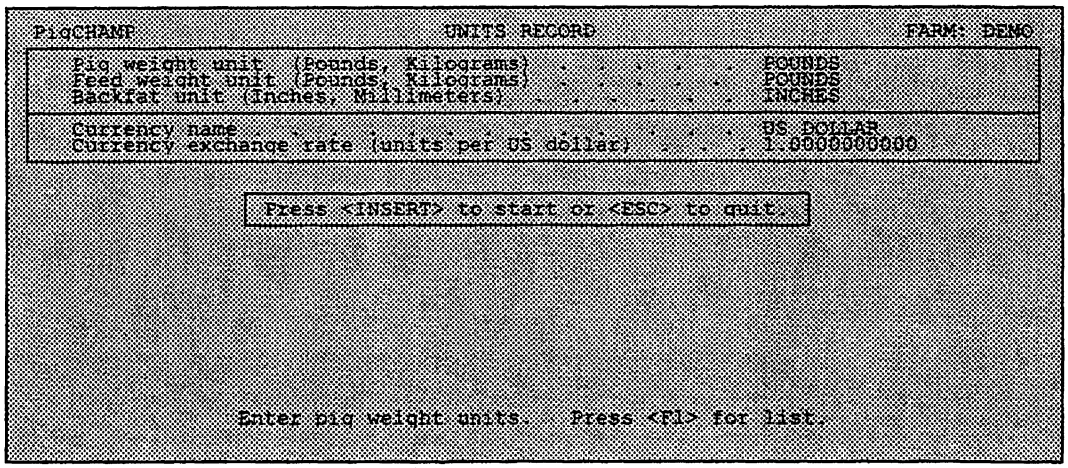
Farm Production Method Type the farm production method that best defines your operation (farrow to finish, farrow to feed, feed to finish). Or press <F1> to see a list of farm production systems. Use the <↑> and <↓> keys to move through the list, and press <Enter> to select an item.

No. Sites/Farm Type the number of sites for your operation. A site is defined as a physical cluster of buildings. For example, if you have the breeding herd at one site and the grow-finish herd at another site a few miles away, that would constitute two sites.

No. Buildings/Site Type the average number of buildings per site.

Farm Units Record

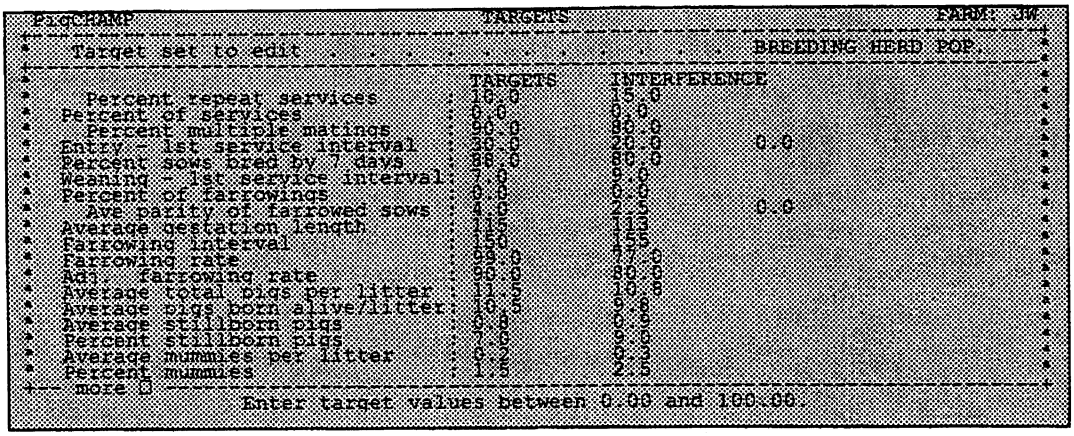
From the FARM DETAILS menu, select the FARM UNITS screen and press <Enter>. You will see the following screen:



For a description of these menu items, see Section 1.2, *Setting Up PigCHAMP Program*, in this manual.

TARGETS Screen

From the FARM DETAILS menu, select Targets and press <Enter>. In this field you can only edit target values for the breeding herd population. Press <Enter> at Breeding Herd Population to select, then press <Enter> or <Insert> (if you have the Insert key activated). You will then see the screen below.



Breeding Herd Population Parameters

Targets are set so that you can track the performance of your herd, based on the management decisions you make. The lines of text in the left column are parameters that report on the status of your breeding herd population. These parameters are taken directly from the detailed Performance Monitor Report (see Volume 2 of this manual set). Parameters listed include Percent Repeat Services, Farrowing Rate, Average Total Pigs Per Litter and the Death Rate. You can set targets for a total of 52 breeding herd population parameters.

TARGETS Column

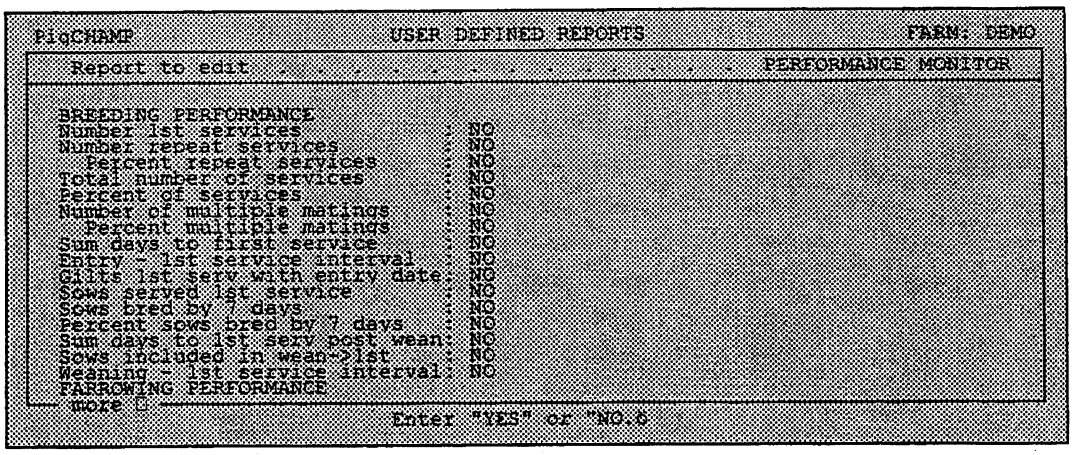
The second column is the TARGETS column. Here you can edit the default values and substitute values that reflect the level of performance you feel you can achieve, given your operation and management techniques. For example, let's say the target farrowing rate for your herd is usually 88 percent. Scroll through the list of parameters using the <↑> and <↓> keys until you come to the parameter Farrowing Rate. You are prompted with a message at the bottom of the screen to "Enter target values between 0.00 and 100.00." This means that you cannot have a target value for farrowing rate that is less than 0.00 percent or greater than 100.00 percent. If you want to set the target value for your farrowing rate at 88 percent, then press <88> and <Enter>. Proceed in a similar fashion through the list of breeding herd population parameters, making changes in the default target values as you see fit. If you choose not to change a target value, the PigCHAMP program will use the default target values listed when running the Performance Monitor Report.

INTERFERENCE Column

The third column is the INTERFERENCE column. You should set the interference value in this column after you set the corresponding target value in the middle column. The interference value is the opposite of a target value. In other words, it is the value that should alert you to a problem. Interference values may be lower than the target value, as in "Live Born Litter Size" or higher than the target value, as in "Weaning to First Service Interval." Some parameters will have two interference levels with a target value between them, such as "Average Herd Parity." The reason for this is that in some cases, a variable can be both too high, and too low. As in the case of "Average Herd Parity," the herd can be either too young or too old. After the target values, in some columns, a (-) or a (+) will appear. The (+) indicates that your numbers are better than your target. A (-) indicates that your value is less than your target and also outside of your interference value. If the value falls below the target or above the interference, the area to the right of the target will remain (blank). When using a two-valued interference, you can have a (-) for being outside the range or a (blank) for being in the range..

USER DEFINED Reports Screen

From the FARM DETAILS menu, select User Defined Reports and press <Enter>. Here you can select from several dozen reports. For example, if you select the Performance Monitor Report, you will see the following screen:



Creating a User Defined Report

User Defined Reports give you the flexibility to create your own customized report by selecting only those parameters that are of interest to you at the time you run the report. To create a User-Defined Report, use the <↑> and <↓> keys to move through the rows. When you reach a parameter you want to include in the report, type "**YES**" in the column headed INCLUDE VARIABLE. Proceed in the same manner until you have selected all the parameters you want to include. When you are finished, press <Insert> to record the changes.

Running Your Report

How do you generate a copy of the report after defining it to your specifications? From the BASE MENU, select Reports and press <Enter>. Use the <↑> and <↓> keys to scroll through the list of reports until you come to the report you want. Press <Enter> to get the REPORT OPTIONS screen. Here, you must select the type of report to run. Your choices are: DETAILED – all the parameters listed in the reports will be printed; STANDARD – an abbreviated, default version of the report that includes fewer parameters; and USER – which is the user defined report you have created in this section. If you select USER, a report will be generated containing only those parameters you selected by answering YES under the INCLUDE VARIABLE column when you defined the report.

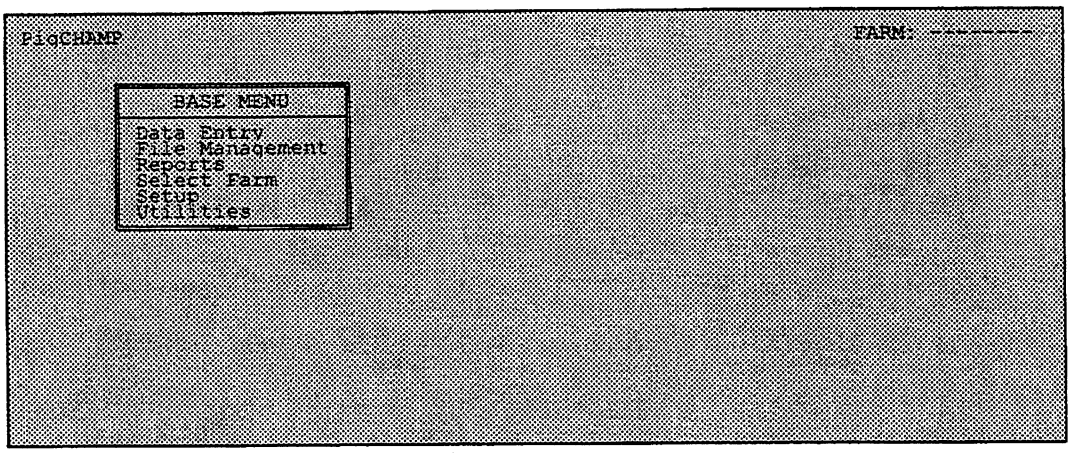
Section 1.3: Getting Around in PigCHAMP

In order to help increase your efficiency working with PigCHAMP, we have included the following sections: *How to Use the PigCHAMP Menu Hierarchy*, *Layout of the Data Entry Screen* and *Function Keys*.

How to Use the PigCHAMP Menu Hierarchy

BASE MENU

The BASE MENU, which is the starting point of the PigCHAMP program, appears as soon as you leave the PigCHAMP banner screen. From the BASE MENU (which is shown below), you can enter commands to display other menus.



On each menu, you may select the menu option you want in two ways:

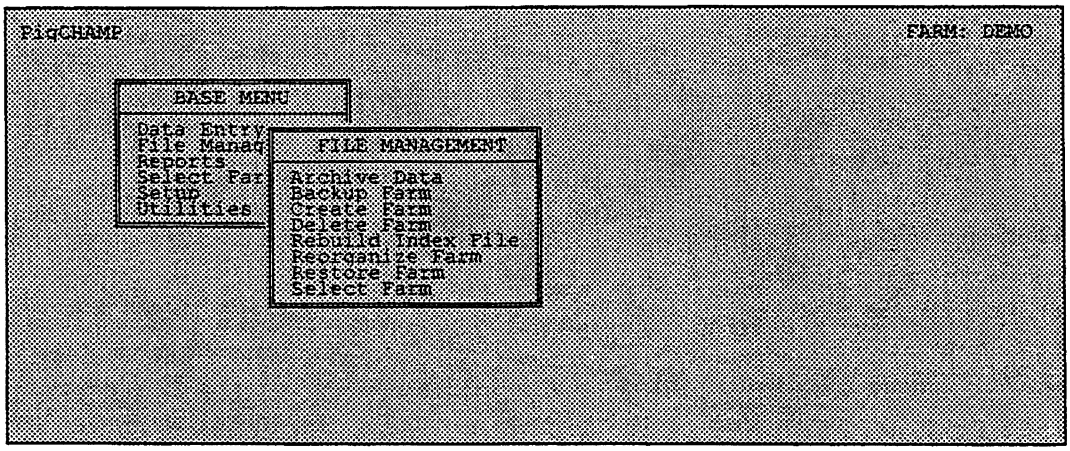
- Type the first letter of the command to highlight your selection, and press <Enter>, OR:
- Press the <↑> or <↓ > keys to highlight the command you want, then press <Enter>.

Either method will activate the command from that menu. For example, when you are at the BASE MENU, you can select the FILE MANAGEMENT menu as follows:

- Type F, <Enter>, OR:

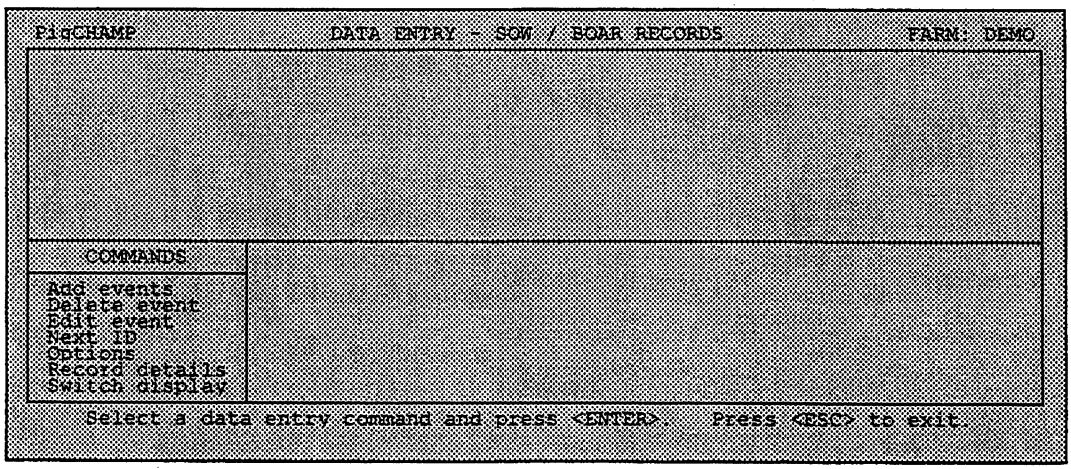
- Select the FILE MANAGEMENT menu using the <↑> or <↓ > keys until the cursor highlights the File Management command. Then press <Enter>.

You will see the following screen:



Layout of the Data Entry Screens

A typical PigCHAMP program data entry screen follows. The top of the screen constitutes the Header. The Header tells you what part of the program you are working in and what files you are working with.



COMMANDS Menu

The COMMANDS menu occupies the lower left hand portion of the screen. This is the nerve center of the data entry screen as it lets you move throughout the data entry screen with ease. Data entry fields, which you use to record data, occupy the lower center portion of the screen. The data entry fields are easy to recognize because they end with a colon (:). As you scroll through the fields, the cursor will automatically move to the appropriate place on the screen to enter data into that field.

Pop-Up Menu

Some data entry fields provide you with a list of possible selections. When you arrive at one of these fields, a message will appear on the bottom of the screen prompting you to press <F1> to view the list of choices. When you press <F1> a pop-up list will overlap the regular screen, usually on the far right side of the screen, and the cursor will move to the list. Use the <↑> or <↓> keys to make your selection.

If the PigCHAMP program cannot understand the command you typed, a pop-up list is displayed containing alternate commands. Make your selection by retyping the command as displayed or highlighting the command in the pop-up list and pressing <Enter>.

The bottom line of the screen displays any prompts or error messages. Prompts help you determine what data is required in any given field and error messages warn you of implausible or impossible data.

Error Checking System

Accurate output relies on accurate input. To help prevent problems, PigCHAMP has an error checking system that acts to limit the amount of erroneous data you can enter. Each time you enter data for an event, the PigCHAMP program checks that entry against existing data in the record. PigCHAMP program limits and farm-specific limits that you set as farm parameters are checked to make sure that the data you have entered is reasonable. Prompts and error messages are displayed at the bottom of the screen. The program will perform one of several tasks:

- Display an informative message about how the event you have just entered relates to existing data in that record;
- Question the accuracy of the data just entered: this will occur if an error check indicates that this data is not consistent with limits specified in the Farm Parameters (but is still biologically possible). The prompt will ask you if you want to confirm the entry and have it entered into the record;
- Display an error message informing you that this event is biologically impossible and that you cannot enter this information.

Function Keys

Certain keys and combinations of keys on your keyboard have special functions. Learning these function keys is critical to your success in entering data and running reports in PigCHAMP.

KEY	FUNCTION
<Esc>	Exits a screen, menu or report, or cancels and exits a line.
<Insert>	The Insert Function saves the data you have entered into the record, or generates a report.
<Enter>	Enters data in the field and moves to the next field. You must use this key to complete an entry and advance to the next field.
<F1>	This key controls the List Function. That is, it controls the appearance of menus, list of variables and other PigCHAMP program options. Once you access the additional menus or lists, select the variable or operation you want by highlighting the name and pressing <Enter>.
<Esc>, <S>	These keys control the Switch Function. Active only while entering data, they allow you to switch back and forth between the Add mode and the Edit mode.
<Ctrl> <End>	Deletes the data in a field from the cursor position to the end of the line.
<Ctrl> <Y>	Deletes all data in a field regardless of cursor position.
<Ctrl> <T>	Deletes only the single data item the cursor is currently highlighting.
<↑> and <↓>	Move the cursor up and down through the fields, one field at a time.
<PgUp> and <PgDn>	Move the cursor through the dictionary, one screen at a time.
<Home>	Moves the cursor to the top of the dictionary.
<End>	Moves the cursor to the bottom of the dictionary.
<→>	Right arrow key adds a name to the user defined pop-up list.

Chapter 2 - Collecting Data

Section 2.1: Introduction to Collecting Data

This chapter contains detailed information about the concepts and steps involved in collecting data for entry into the PigCHAMP program. The chapter includes examples of starting up your herd on PigCHAMP. We explain all the decisions you must make regarding the type and amount of herd data you need to collect, and enter, to generate valid reports. We also explain the important areas of Group and Location Data Collection and how your type of operation (continuous flow nursery-grow-finish or all-in/all-out nursery-grow-finish) affects the way you collect and enter data. Finally, some data collection shortcuts are described to help you use PigCHAMP more efficiently.

This chapter covers data collection processes for each of the five Record Types contained in the program:

Sow/Boar	Used to record data for individual animals in the breeding herd.
Feed	Used to define and record costs for the ingredients used in ration formulations.
Ration Formulations	Used to define and update ration formulations used in the feeding of the herd.
Location	Used to record data for continuous flow nursery-grow-finish operations, and also for feed usage, purchases, and sales in breeding herd locations.
Group	Used to record data for all-in/all-out nursery-grow-finish operations.

Feed Records, Ration Formulations Records, Location Records and **Group Records** operate interdependently; that is, data you collect and enter for one record type (such as Feed) can be used with data collected and entered in another record type (such as Ration Formulations) to generate reports.

Before We Go Further

Understanding and working through the sections discussed in this manual depends on successfully installing the PigCHAMP program and creating and selecting your farm. Please refer to Chapter 1, *Getting Started*, for further details on completing the installation process.

How to Use Different Record Types

Are All Swine Herds the Same?

We recognize that there are many different swine herds, each with a unique management style. Nevertheless, we have identified three generic swine enterprises to show you how the data collection process changes, depending on the type of enterprise.

Farrow-To-Finish Producers

If you are a farrow-to-finish producer, the five record types should be:

- To create Sow/Boar Records to store individual histories for each animal in your breeding herd.
- To create Feed Records for all feeds and ingredients used to formulate your rations.
- To create Ration Formulation Records for all the ration formulations you use on the farm.
- To create one or more Breeding Herd Location Records to keep track of feed used, purchases into the breeding herd, transfers into the breeding herd from the finishing herd, and sales from the breeding herd.
- To create Nursery/Grow-Finish Location Records if you have a continuous flow operation, or Group Records if you have an all-in/all-out operation.

Feeder Pig Producers

If you are a feeder pig producer (with a breeding herd and a nursery stage, selling feeder pigs out of the nursery), use the record types in the following ways:

- To create Sow/Boar Records to store individual histories for each animal in your breeding herd.
- To create Feed Records for all the feeds and ingredients used to formulate your rations.

- To create Ration Formulation Records for all the ration formulations used on the farm.
- To create one or more Breeding Herd Location Records to keep track of feed used, purchases into and sales from the breeding herd.
- To create one or more Nursery Location Records and/or Group Records, depending on your system, using Location or Group Data Entry.

Feeder Pig Finishers

If you are a feeder pig finisher, buying feeder pigs and selling them at market weight (220 pounds or 100 kg, for example), use the PigCHAMP record types in the following ways:

- To create Feed Records for all the feeds and ingredients used to formulate your rations.
- To create Ration Formulation Records for all the ration formulations used on the farm.
- To create Location Records for your grower/finisher unit. You might need a single location, or you might need more, depending on the number of buildings, the feed delivery system, and the number of pig movements and weights you are willing to record.

These are some of the many ways you can use the PigCHAMP program to create and record the data you collect for your herd. As you read through this chapter, we will provide you with additional examples for collecting data for each Record Type and explain how the data is used to generate reports.

What If I Do Not Have a Recordkeeping System?

Don't worry! Whether or not you have been keeping records, PigCHAMP can help you develop a data collection system that is complete and easy to use.

What If I Currently Use a Computer-Based Recordkeeping System?

PigCHAMP provides a method of entering a large amount of data from other database programs that have been converted into ASCII format. If you are a new PigCHAMP user, and you have been using another computer program to record animal data (perhaps dBASE II, Lotus 1-2-3 or a specialized farm recording system) you can convert this data to an ASCII format and automatically enter it into PigCHAMP. This procedure, called Batch Data Entry, can save you a tremendous amount of time over entering your herd history manually. Refer to Chapter 3, *Entering Data*, for more on Batch Data Entry.

Section 2.2: Sow/Boar Data Collection

This section shows you all the information you must collect about your herd to get up and running on the PigCHAMP program. Once you have collected the required information, you will have to enter it into the program. This chapter, *Collecting Data*, does not contain complete information regarding data entry, animal events, or explanations about all the menus in the program. Refer to Chapter 3, *Entering Data*, for that purpose. However, there will inevitably be some overlap between the two chapters because of the relationship between collecting data and entering it into PigCHAMP.

What Does a Sow/Boar Record Include?

Sow/Boar data collection is a critical process because it constitutes the foundation of the PigCHAMP program. Every sow and boar in the breeding herd, regardless of age, parity, or gender, should have a record. In each Sow/Boar Record, you will enter the following information:

- Biographical Data (such as ID, Origin, Genetics, Backfat, Sire, Dam) All biographical data is optional, but we recommend that you enter as much of it as possible, so you can increase the amount of data available for analysis of your herd's performance.

- Events describe what happens to each sow or boar. These events are similar to the events you record on Sow Cards. Each event requires some additional information in order to complete the record.

- Comments, which are entered using the General Event.

The events and demographic data are used to calculate and produce the sow/boar management reports, monitoring reports (including action lists) and analysis reports. These reports, as well as all other PigCHAMP reports, are described in detail in the Reports volume of this manual set.

Without complete and accurate herd data, PigCHAMP cannot be used to its maximum potential and you will not have all the data you need to make reliable management decisions. The time spent collecting and entering complete data into PigCHAMP is more than worth the effort because it lets you analyze aspects of your operation in ways that were previously impossible. Remember, complete and accurate herd data is the key to capitalizing on PigCHAMP's abilities.

Starting Up Your Herd: Required Information

PigCHAMP can save you time and money. It is more than just another computerized database; PigCHAMP is a Computerized Health and Management Program that tells you how to improve the efficiency of your swine herd. PigCHAMP is the most powerful program of its kind on the market today. But don't let its power overwhelm you. PigCHAMP is easy to use, even if you have no previous experience with other computer-based recordkeeping systems.

Data collection for Sow/Boar Records lays the data foundation for the PigCHAMP program structure. Sow/Boar Records are used to record data for individual animals in the breeding herd. Each Sow/Boar Record contains a lifetime history for an individual animal identified by a sow or boar ID.

In this section, we show you the type of data you must collect for Sow/Boar Records. We discuss all the sow/boar events (incidents or conditions that affect sows and boars) and provide you with sample screens that illustrate the creation of a Sow/Boar Record for your herd. At the end of this volume, you will find an appendix that lists all of the sow/boar events and the information attached to each event. Make sure you refer to this appendix during data collection if you have questions about the data that is recorded in an event.

PigCHAMP was designed to be flexible and keep records that are helpful to you. This flexibility lets you continue to use your present recordkeeping system, start small and grow into the PigCHAMP system, or, start recording highly detailed information and exploit the full potential of PigCHAMP immediately. Of course, the more information you enter, the more information you will have for tracking and analysis.

Required Start-Up Information

All data about sows and boars is entered in Sow/Boar records. You are required to enter four types of information in these records:

- Entry information (date of entry, sex, parity, true entry date)
- Farrowing information (including pigs fostered on and off)
- Weaning information
- Removal information

NOTE: Breeding information is not essential but we STRONGLY RECOMMEND you enter it. You can enter mating data recorded by an observer, or Hand Mating Events or Pen Mating Events. PigCHAMP will run without breeding data, but you will not benefit from valuable management information about your breeding herd.

Where Do I Begin?

Before you sit down to begin entering data on your computer, you must first make sure you have all the required information about your herd that PigCHAMP needs to run reports. You may already have this required information on the record system you are currently using such as Sow Cards, Event Diaries, Activity Sheets or a computerized database. You are free (and strongly encouraged) to enter as much information about your herd as PigCHAMP allows. However, you are only required to enter a minimum amount of data to ensure the program generates valid reports. We discuss this minimum amount of data below.

To startup a herd on the PigCHAMP program, you must collect the following information for each sow and boar in the breeding herd:

- Breeding
- Event Date
- Parity
- Weaning Event Information
- Animal ID
- Sex of the Animal
- Farrowing Event Information
- Removal Event Information

Complete breeding information is not essential to startup your herd, but you will need it to analyze your breeding herd when you run Breeding Herd Reports. PigCHAMP can be used successfully on farms that practice pen mating. The following information is not required, but we encourage you to collect and enter data into as many of the fields as possible to have complete records on all the animals in your herd.

- Alternate ID (if available)
- Birth Date
- Dam
- Genetic Line (what is the genetic line?)
- Mature Backfat
- Pat. Grand Sire
- Mat. Grand Sire
- User 1
- Origin (where did the sow/boar come from?)
- Sire
- Genetics (what are the animal's genetics?)
- Backfat Date
- Mature Weight
- Pat. Grand Dam
- Mat. Grand Dam
- User 2

Data Collection for Soar/Bow Records

There are five record types in the PigCHAMP database. The first, and most important, record type is Sow/Boar. The records for all the animals in your breeding herd are recorded here, along with all the Farrowing, Weaning and Removal Events. In this section, we will discuss some critical decisions you must make about the amount and type of herd data you need to collect to get started.

Choosing a Start-Up Date

You can startup your breeding herd on the PigCHAMP program with any amount of background information. This background information can range from entire sow/boar histories for the past 10 years to starting up the herd today with no previous data at all.

Regardless of the amount of historical data you have (or decide to enter), you must choose a specific date so that all data you enter after this date is complete and accurate. This is your START-UP DATE. It is important to have a clearly defined start-up date so that you can run reports from this date forward and rely on their accuracy.

Certain calculations use breeding information from up to 140 days prior to the report period (Farrowing Rate, Litters Per Mated Female Per Year, Litters Per Female Per Year, Pigs Weaned Per Mated Female Per Year, and Pigs Weaned Per Female Per Year), so it takes about five months from the start-up date before these figures will accurately reflect the situation in your herd. To avoid this five-month wait, you must choose a start-up date five months prior to today's date. If you decide to do this, you must have complete herd information available for the entire five-month period.

We will illustrate a situation where the start-up date is today. Then we will explain the process of adding background data. This process can be used for setting back the start-up date or for entering partial data before the start-up date (for example, sow card information on active sows only).

The example will show all of the main events that occur in the breeding herd. However, keep in mind that:

- Only a few of these events are absolutely necessary to make the program work. You can start-up your herd with a minimum of data and work up to a more detailed system of data recording. For more information, see Chapter 3, *Entering Data.*

- There are other events available, so if you have additional information to record, you may do so. Again, see Chapter 3, *Entering Data*, for more information.

Data Collection Format

To make data entry faster and easier, we suggest that you adopt the same format for data collection as the format used for data entry throughout the PigCHAMP program. This format is:

ID:	Date:	Event:	Event Specific Data:
For example:			
Y125	3/12/96	Farrow	10 born alive, 2 stillborn, 0 mummies, 26 pounds, No (induced), No (observed)
Y56	3/10/96	Mating	B35, Joe, 1100 (hour)

A list of event-specific data for every PigCHAMP event used to enter data in Sow/Boar Records can be found in the Appendix at the end of this volume.

Sow cards and data collection forms using this format are available from the PigCHAMP office at the University of Minnesota. Alternatively, you may want to design your own forms based on the information and illustrations in this section.

NOTE: The illustrations in the following example are based on the PigCHAMP forms available from the PigCHAMP office. Each event has its own form (or section of a form), eliminating the need to repeat the event name for each line of data on the form.

Section 2.3: IDs – How PigCHAMP Sorts and Lists Them

The PigCHAMP program sorts and displays all ID numbers in alphanumeric order from the left. For example, the numbers Y1, Y2, Y3, Y10, Y11, Y12, Y23, Y24, Y31 would be sorted and displayed in the following order:

Y1, Y10, Y11, Y12, Y2, Y23, Y24, Y3, Y31

If you would prefer to see them listed in numeric order (as in the first list above), you can right justify the numbers by adding leading zeros. For a number set where the highest number is 999, Y1 would become Y001, Y10 would become Y010, and Y100 would stay Y100. Add the zeros either as you record the data, or as you enter the IDs into the PigCHAMP system. If you choose to use this system, be sure to use it consistently.

Starting Your Herd

Inventory the Boars

Using the PigCHAMP forms, make a physical inventory of all the Boars in your herd TODAY:

ID	DATE	ORIGIN
B98	3/1/96	PIC
D23	3/1/96	FARM

The date you record here is your start-up date. If it is available, you can enter the date the boar entered the herd. The origin is optional.

NOTE: No two animals can have the same ID. If a boar has the same ID as a sow, consider recording a "B" at the end of the boar ID or an "S" at the end of the sow ID.

Alt ID	Birth Date	Sire	Dam	Genetics	Genetic Line
1-2	3/17/96	L26	C15	LW	
2-3	6/3/96	G5	Y20	LW/LR	

Backfat Date	Mature Backfat	Mature Weight	Pat.Grand Sire
2/20/95	32	170	LW1
2/20/95	3	160	LW2

Pat.Grand Dam	Mat.Grand Sire	Mat.Grand Dame	User Item 1&2
B19	R2D2	OU812	PIC
G26	C3PO	5150	FARM

Inventory the Sows and Gilts

Make a physical inventory of all the Sows and Gilts in your herd TODAY:

ID	Date	Entry Parity	Origin
Y51	3/1/96	4	PIC
Y67	3/1/96	3	FARM

The date that you record here is your start-up date. The parity is the number of times a sow has farrowed. If a sow farrowed before the start-up date, but has not yet been weaned, **DO NOT** include that farrowing in the parity number. If you do not know the parity of a sow, estimate it.

On the same sheet, record the following data for each animal (if available):

Alt ID	Birth Date	Sire	Dam	Genetics	Genetic Line
1-2	3/17/96	L26	C15	LW	
2-3	6/3/96	G5	Y20	LW/LR	

Backfat Date	Mature Backfat	Mature Weight	Pat.Grand Sire
2/20/96	32	170	LW1
2/20/96	3	160	LW2

Pat.Grand Dam	Mat.Grand Sire	Mat.Grand Dame	User Item 1&2
B19	R2D2	OU812	PIC
G26	C3PO	5150	FARM

Collect New Information

Start to collect new information as it occurs, on or after the start-up date. Record the following:

Additions to the Herd

ID	Date	Gilt/Sow/Boar	Parity	Origin
Y235	3/12/96	X	0	FARM
B72	3/15/96	X	2	FARM

On the same sheet, record the following data for each boar (if available):

Alt ID	Birth Date	Sire	Dam	Genetics	Genetic Line
1-2	3/17/94	L26	C15	LW	
2-3	6/3/94	G5	Y20	LW/LR	

Backfat Date	Mature Backfat	Mature Weight	Pat.Grand Sire
2/20/96	32	170	LW1
2/20/96	3	160	LW2

Pat.Grand Dam	Mat.Grand Sire	Mat.Grand Dame	User Item 1&2
B19	R2D2	OU812	PIC
G26	C3PO	5150	FARM

NOTE: Most often, the Alternate ID is the gilt ear-notch or tattoo number. If this is the only ID the animal has when it first comes into the herd, record it as both the ID and the alternate ID. When the animal is tagged, you can change the ID in the PigCHAMP program using the Lost Tag Event. Tag gilts as soon as possible to avoid duplications. You can also change an ID by editing it on the Record Details data entry screen.

Breedings:

1st Mating			2nd Mating		3rd Mating	
ID	Date	Boar	Date	Boar	Date	Boar
Y235	1/2/96	G88	1/2/96	B52		
Y21	1/3/96	B52	1/3/96	G88	1/4/96	B52
Y32	1/4/96	G89	1/5/96	G88		

NOTE: There is no limit to the number of matings that you can enter.

Pregnancy Exams

ID	Date	Results
Y16	1/5/96	Positive
Y18	1/5/96	Negative

Record pregnancy test results for an ultrasound or Doppler diagnostic machine. There are three possible outcomes: positive, negative, and inconclusive.

Farrowings:

ID*	Date	Born Alive	Stillborn	Mummies	Total Weight
Y52	12/10/96	9	3	0	27
Y61	12/23/96	10	0	1	30
Y69	3/1/96	11	1	0	31

Litter ID	Induced	Assisted	Barn	Room	Pen
52	Yes	No	N	A	2
53	Yes	Yes	N	B	1
54	No	No	N	B	7

* Include farrowings for sows that farrowed before the start-up date and have not yet been weaned (Y52 and Y61 in this example).

NOTE: It is to your advantage to record the Litter ID and Location data for the Farrow Event so you can have complete records. This information can help locate litters (and sows) easier, especially if you have several barns and hundreds of litters.

Piglet Deaths (Pre-Weaning):

ID	Date	No. Died	Reason
Y52	12/15/95	2	Septicemia
Y61	12/24/95	1	Greasy Pig

Include data for sows that farrowed before the start-up date and have NOT yet been weaned (Y52 and Y61 in this example). PigCHAMP defines more than 30 reasons for piglet deaths. These reasons are listed in the appendix in the back of this volume. You must enter a separate Piglet Death Event for each death reason.

Fosters:

ID	Date	Piglets(+/-)	Reason
Y52	12/16/95	2+	Litter Size
Y61	12/24/95	1-	Pig Weight
Y69	3/1/96	2-	Poor Sow

Include data for sows that farrowed before the start-up date and have NOT yet been weaned.

Nursed On and Nursed Off

Nursed Off:

ID	Date	Nursed Off
Y61	1/5/96	8

Nursed On:

ID	Date	Nursed On
Y52	1/6/96	8

Weanings:

ID	Date	No. Piglets	Total Weight
Y52	1/5/96	9	102
Y69	1/22/96	8	80
Y52	1/22/96	8	100

Removals:

ID	Date	Type	1° Reason	2° Reason	Removal ID
Y61	3/10/96	Death	Accident	Cut/Lacerate	Y61
B141	3/30/96	Cull	Body Cond.	Cannibalism	B141

It is important that you record Removals. PigCHAMP has defined four removal types and 122 primary and secondary removal reasons. See the Dictionary Appendix in this manual for a listing of all the Removal Types and Reasons.

Section 2.4: Group/Location Data Collection

This section explains the decisions you must make and the information you must collect about your swine herd before you enter data in Group/Location Records. It does not contain complete information regarding data entry, animal events, or explanations about all the menus in the program. Please refer to Chapter 3, *Entering Data*, for more information.

What is a Group/Location Record?

Group/Location Data Collection is a critical process that affects how you start a growing pig herd on the PigCHAMP program. We have combined GROUP RECORDS and LOCATION RECORDS into one section, because it is important that you understand the similarities and differences between them. In addition, GROUP RECORDS and LOCATION RECORDS share many of the same data entry events. Some important points to remember include:

- Group Records are designed for all in/all out nursery-grow-finish operations.
- Location Records are designed for continuous flow nursery-grow-finish operations.

  While information in this section applies mostly to nursery-grow-finish operations, breeding herd producers can also use Location Records to analyze feed usage, sales and purchases.

Records Types

The PigCHAMP program has four record types to record information about the growing pig herd:

- **FEED** records are used to define the ingredient and additive IDs used in the rations you feed your herd. Purchased feed ("Complete Feeds") data is also entered into these records.
- **RATION FORMULATION** records are used to define and update ration formulations.
- **LOCATION RECORDS** are used to record all information for the growing pig herd in a continuous flow system, and the information for the breeding herd as described earlier.
- **GROUP RECORDS** are used to record growing pig information in all-in/all-out systems.

Start-up for Location and Group Records requires planning. You need decide how to divide the farm into Location Records. To do so, consider how pigs flow through the system, what data is available at various steps along the way, and what kind of reporting you expect to get.

Decisions to Make Before You Begin Collecting Data

The first step of starting Location and Group Records is to choose a start-up date. Your choice of start-up date depends upon when you last made an accurate inventory of your herd and how complete your records have been since then.

- For **continuous flow systems**, you need a complete inventory of pigs on the start-up date as well as a complete record of events to date for each location you intend to use. You also need a list of ingredients with start-up date prices and a list of ration formulations.

- For **all-in/all-out systems**, you need beginning inventories and a complete record of events to date for all of the active groups that you want to put on the program. You also need a list of ingredients with start-up date prices and a list of ration formulations.

It is not possible to enter old data (before your start-up date) for Location Records once you have started up. If you have historical data available, you may want to consider using an early start-up date and entering your historical data first. Remember, your records must be complete and accurate.

Planning Your Data Collection -- An Example

Before you begin Location and Group Data Collection, you must give careful thought to how the pig flow on your farm is organized, and how you want the pig flow reported using Location and Group Records.

There are two important points to consider while designing your Location Record layout:

1. Location Records should be created so that pig movements between these locations can be recorded. Keep the location plan as simple as possible. Create a Location Record only if you are willing to record pig movements (and pig weights) into and out of the Location Record.

2. Location Records should be created for locations where you want detailed reporting. If you want to separate growth performance by stage of production, then you will have to create nursery, growing, and finishing locations and record pig movements and weights between these locations.

The issues involved in planning Location and Group Record layouts are best illustrated with the following examples:

Continuous flow example #1 — Pigs are weighed at two points in production: when they are moved into the nursery at weaning and when they leave the finishing barn at slaughter. Only one Location Record is required, the ALL GROWING Location Record. This record is automatically created for you when you first create the farm.

Continuous flow example #2

Pigs are weighed at three points: when they enter the nursery at weaning, when they are moved out of the nursery, and when they are moved out of the finishing barn at slaughter. For this type of system, you should create a nursery location (Barn:N) and a growing/finishing location (Barn:GF).

Continuous flow example #3

Pigs are weighed at four points: when they are moved into the nursery, when they are moved from the nursery to the growing barn, when they are moved from the growing barn to the finishing barn, and when they are slaughtered. For this type of system, create a nursery location (Barn:N), a growing barn (Barn:G), and a finishing barn (Barn:F).

Continuous flow example #4

In this example there are two finishing buildings, each with its own feeding system. Pigs are weighed at four points in this arrangement: at each stage of production as in example #3 and in one of the two finishing buildings.

To get growth performance for each building, you must create a Location Record for each one. Create a total of four Location Records: Barn:N and Barn:G (nursery and growing as in the previous example) and two finishing locations, Barn:F1 and Barn:F2.

Continuous flow example #5

In this example, the nursery building has two rooms. Pigs are weighed four times: at each stage of production as in example #3 and in one of the two nursery rooms.

In order to get growth performance for each room, and for the entire nursery barn, you must create a Location Record for each one. Create three nursery locations, Barn:N, Barn:N Room:1, and Barn:N Room:2. Also create growing and finishing locations, Barn:G and Barn:F.

All in/all out example #1

Pigs are weighed at weaning and put into all in/all out type groups. The groups are kept more or less intact until slaughter. The pigs are weighed a second time at slaughter.

Additional Location Records are not required since there is no point in recording a group's movement from one building to another if the pigs are not weighed. A group record will be created for each group formed at weaning.

All in/all out example #2

Pigs are put into groups at weaning and are kept more or less intact until slaughter. The pigs are weighed at weaning and at slaughter; when the group is moved from the nursery to the growing building; and from the growing building to the finishing building.

Create three Location Records: Barn:N, Barn:G, and Barn:F. Create a Group Record for each group formed at weaning. Use the Barn Field of the Begin Group Event to indicate that the group starts in Barn:N. Use the New Location

Event to record the number of pigs in the new location, the total weight of the pigs and the new barn location when the group is moved to Barn:G and Barn:F. Growth performance can be summarized for individual groups and for each location.

Mixed all in/all out and continuous flow

Pigs are put into groups at weaning and are kept intact while in the nursery. When the pigs are moved out of the nursery, the groups are dissolved and pigs are moved through the growing/finishing buildings in a continuous flow manner. The pigs are weighed at weaning, when they are moved out of the nursery, and at slaughter.

Create two Location Records, Barn:N and Barn:GF. Create Group Records for each group at weaning and record Barn:N as the starting location. When the group is dissolved and the pigs are moved into Barn:GF, use the Move Out Event in the Group Record to record the movement of pigs to a "dummy" group ID. Use the Move In Event for the Barn:GF to record the number and weight of pigs moved in and show the source as Barn:N. Growth performance is available for individual groups and for the two locations.

Breeding herd locations example #1

The simplest breeding herd location design is to create one breeding location (call it Barn:BR). Use it to record transfers into the breeding herd and breeding herd purchases, sales, and/or feed usage. One breeding location eliminates the need to record sow movements between various buildings.

Breeding herd locations example #2

Three breeding herd locations are created: a breeding location, Barn:B; a location for gestating sows Barn:G; and a farrowing location Barn:F. Sow movements between the three locations are recorded. This design provides the facility for breeding herd inventories and/or feed usage for individual buildings.

Recording Feed Usage

For continuous flow systems, feed usage is typically recorded in the same Location Records where pig movements are recorded. Alternatively, feed usage can be recorded in one level of Location Records and pig movements in a lower level (sub-locations). For example, in the continuous flow example #5 above, feed deliveries can be recorded at the barn level (Barn:N), while pig movements are recorded at the room level (Barn:N Room:1 and Barn:N Room:2).

For all in/all out systems, it is best to record feed usage in Group Records. If such detailed feed data is not available, you can record feed data in Location Records instead.

Your Own Farm

Based on the information in the examples above, you should now have an idea how to set up your own farm on the PigCHAMP program. The level of detail and the amount of information that you collect and record is entirely up to you. Read through the material that follows for specific instructions on data collection for the different record types. Before entering any data, you should familiarize yourself with the data entry commands and procedures (see Chapter 3, *Entering Data*). When you are ready to enter data, enter it in the same order that we have illustrated:

1. Feed
2. Ration Formulation
3. Location
4. Groups

General Information About Collecting Data

To make data entry faster and easier, we suggest that you adopt the same format for data collection as the format used for data entry throughout the PigCHAMP program. This format is as follows:

ID:	**Date:**	**Event:**	**Event Specific Data:**
For example:			
N2	4/11/96	BEGIN FEED	BASE MIX $350 1400 pounds

Refer to Chapter 3, *Entering Data*, for more information about events. Data collection forms that use this format are available from the PigCHAMP office at the University of Minnesota. Of course, you can design your own forms based on the information and illustrations in this section.

How PigCHAMP Sorts and Lists IDs

The PigCHAMP program sorts and displays all ID numbers in alphanumeric order from the left. For example, the numbers 1, 2, 3, 10, 11, 12, 23, 24, 31 would be sorted and displayed in the following order:

1, 10, 11, 12, 2, 23, 24, 3, 31

If you would prefer to list them in numeric order (1, 2, 3, 4, 10, 11 . . .), you can right justify the numbers by adding leading zeros. For a number set where the highest number is 999, 1 would become 001, 10 would become 010, and 100 would stay 100. Add the zeros either as you record the data, or as you enter the IDs into the PigCHAMP system. If you use this system, remember to use it consistently.

Feed Records

Feed Records (and Ration Formulations Records) work together to categorize all the dietary information on your herd. This includes such things as keeping track of usage (consumption), disappearance (storage losses), cost, total amount in storage, nutritional analysis, base mixes and the feed requirements of the animals in the herd based on their stage of growth. Even though both Feed Records and Ration Formulations are closely related, the data entry procedures for each are slightly different.

Feed Records contain information about the unit cost of each ingredient (ingredients are used to formulate feed rations) and of each additive – one record per ingredient or additive. Feed Records employ six events that you can use to record the feed ingredients and additives used to feed your hogs. The six events are: Begin Feed, In, Inventory, Out, Remove and Use. Each event denotes a specific role that the ingredient or additive must play in your operation.

When you start-up your herd on PigCHAMP, you will have to create a FEED RECORD for each ingredient used. You will have to update your Feed Records when:

- The cost of an ingredient changes and/or
- You add a new ingredient (you will have to create a new ingredient record for the new ingredient).

Collecting Data

Make a list of all the ingredients, additives, and purchased-complete feeds that are/were used in the feeding of your herd on your start-up date. Include the following:

- Raw materials, such as corn, soybean meal, base mixes, etc.
- Feed additives such as antibiotics, lysine, vitamin E, selenium, etc. Include additives that are combined in ration formulations as well as those mixed into the feed after the ration has been formulated.
- Purchased-complete feeds, such as creep feed, pre-starter, etc. (include all purchased-complete feeds, whether they are fed as separate rations or included in other ration formulations).

Record the feed/ingredient name, your start-up date, the cost, and the unit of weight to which the cost refers (pound, 100 lb., ton OR kilogram, 100 kg, or tonne). Mark additives on the list with a check mark.

NOTE: An additive is any ingredient that is used in relatively small quantities.

ID	Date	Cost	Unit of Weight	Additive
Corn	4/1/96	50.00	Ton	
SBM	4/1/96	95.00	Ton	
ASP250	4/1/96	2.72	Pound	X

When you record the ID, consider the number of keystrokes required to enter it in the program. You may decide to abbreviate or code the IDs (for example, AD1 for an additive).

Record any price changes that occur on or after your start-up date. Also record any new ingredients that are used.

ID	Date	Cost	Unit of Weight	Additive
Corn	4/1/96	60.00	Ton	
PREMIX	4/1/96	115.00	100 lb	

Ration Formulation Records

Ration Formulations Records contain information regarding the composition, or ingredients, of the rations used to feed the animals in your herd. You record the weights or proportions of ingredients used to prepare a batch of a feed ration. PigCHAMP calculates the cost of the ration from the ingredient costs entered into the Feed Records. Each ingredient listed for the ration must have a corresponding Feed Record. PigCHAMP uses the Feed Records for each ingredient listed to calculate the unit cost of the formulated ration.

A ration formulation can be made up from the actual weights used to mix a batch of feed, or from the relative proportions of the ingredients in the ration. The effect is the same, which is to produce a unit cost for the formulated ration.

You will have to update your Ration Formulation Records when:

- You change the formulation of any ration.
- You add a new ration (you will then have to create a new ration record for the new ration).

Collecting Data

Make a list of all the rations used to feed your herd on the start-up date and the stage of production where the ration is used.

Ration ID:	NR1	GR1	FR1	BR1	Creep
Type (Stage):	Nursery	Growing	Finishing	Breeding	Farrowing
Date:	4/1/96	4/1/96	4/1/96	4/1/96	4/1/96
Ingredients					
Corn	950	1450	1600	1700	
Concentrate	550	550	400	270	
Formula	490				
Niacin	0.1				
Tylan 10		2	2		
Sow Boost				30	
Mineral				2	
Creep					2000

When you record the ration ID, consider the number of keystrokes required to enter it in the program. You may decide to abbreviate the ID (for example, NR1 for nursery ration 1). Record any new rations (or modifications to existing ration formulations) that you use on or after your start-up date:

Ration ID:	FR1	FR2
Type (Stage):	Finishing	Finishing
Date:	4/20/96	4/20/96
Ingredients		
Corn	1550	1550
Concentrate	450	
New Concentrate		450
Tylan 10	2	2

Location-Based Data Collection

This section describes location-based data collection for the PigCHAMP program. It is important that you understand the similarities and differences between Group and Location Records BEFORE you collect and enter data into the records. Also, LOCATION and GROUP RECORDS share many of the same data entry events. Some important points to remember include:

- Group Records are designed for all in/all out nursery-grow-finish operations.
- Location Records are designed for continuous flow nursery-grow-finish operations.
- While information in this section applies mostly to nursery-grow-finish operations, breeding herd producers also can use Location Records to analyze feed usage, sales and purchases.

We recomend that you collect and enter data in the following sequence:

- FEED RECORDS
- RATION FORMULATION RECORDS
- LOCATION RECORDS
- GROUP RECORDS

YOU WILL AVOID DATA COLLECTION AND DATA ENTRY PROBLEMS BY FOLLOWING THIS SEQUENCE. Please refer to Chapter 3, *Entering Data*, for complete explanations of all records.

This section describes the events used to enter data in Location Records. We also discuss the role of Feed and Ration Formulation Records in recording and analyzing feed usage for both groups and locations. Make sure you read this section carefully if you plan to enter data for a nursery-grow-finish operation or to use Location Records to record feed usage, sales or purchases for a breeding operation.

How to Choose Between Groups and Records

PigCHAMP can accommodate swine operations ranging from the simplest continuous flow, grow-finish system to the most complex all in/all out, nursery-grow-finish system. In general, with PigCHAMP, the more data you collect, the more detailed analysis you will have to help you make the best management decisions.

For a complete grow-finish system, you need to record information about three things:

- Feed Usage data, including a description of each ration; the ingredients used to formulate each ration, and their cost; and the amount of feed ground and delivered.
- Pig Flow (movements) and Pig Weights.
- Entries, sales and purchases, deaths and removals.

Pig Flow and Feed Usage can be recorded using Group Records, Location Records or a combination of both. Therefore, you MUST make decisions regarding the type of Record(s) you will use to record the following data:

Feed Usage - by Group, Location or a combination of both. Your method of recording feed usage will depend primarily on your physical farm setup - building location, the feed delivery system and the placement of feed bins.

> **NOTE:** If you are recording feed usage for breeding herd operations, you should do so by using Location Records.

For example, to track feed conversions for your grower units by room, you must record the number and weight of pigs in and out of each room (pig movement) and the amount of feed delivered. Greater precision can be achieved by weighing back the remaining feed after moving the pigs out.

If you wish to record the total feed converted for all grow-finish units, you must record the total amount of feed delivered into each unit and two pig movements: the number and weights of pigs in (weaned or purchased) and the number and weights of pigs sold.

Pig Movements and Weights - by Group, Location or a combination of both. Group Records are designed for all-in/all-out finishing systems; Location Records are designed for continuous flow systems. For example, an operation with a group-based nursery and a continuous flow grow-finish operation would use Group Records for the nursery and Locations Records for the grow-finish operation.

As you make decisions regarding the type of record(s) to use, it may be helpful to diagram your farm's physical layout. Note on the diagram the following information:

- Location of all buildings.
- Production stage(s) in each building.
- Location of feed bins.

This diagram can help you determine the level of detail reflected in your recordkeeping system. Should you record data for the whole farm, for the entire grow-finish operation, or at the barn, room or pen level? For example, if the diagram of your farm indicates you have two barns, each serviced by a different feed bin, it would make sense to record feed usage at the barn level. You should also record pig movements at this level, to simplify the data entry process.

NOTE: Carefully choose the level of detail to use for collecting and recording Location Data. Although detailed recording can expand your analytical choices, do not always assume that more is better. When data entry is highly detailed, inventory and usage reports will always be accurate. However, the accuracy of Growth Performance Reports by Location depends on the dual assumptions of continuous flow and constant inventory. These assumptions are often violated if you print a report for a location where inventory is low. However, Growth Performance Reports by Group are more accurate and not influenced by group size.

Location Records Data Collection -- Growing Herd Example

The following data collection scheme is based on the continuous flow example #5 discussed in the Planning Your Data Collection section. In this example, pigs are weighed four times: when they are moved into the nursery, when they are moved from the nursery to the growing barn, when they are moved from the growing barn to the finishing barn, and when they are slaughtered. The nursery building in this operation has two rooms.

To get growth performance for each room and for the entire nursery barn, you must create separate Location Records for each room and the nursery. Create the following three locations: Barn:N, Barn:N Room:1, and Barn:N Room:2. In addition, create growing location Barn:G and finishing location Barn:F.

Make a list of the locations that you will be creating records for in the PigCHAMP program. Record the stage of production, your start-up date, and the beginning inventory for each location. The inventory weight (of the pigs) at each location is optional. For example:

Barn	Room	Pen	Stage of Production	Date	Pigs	Weight
N			Nursery	4/1/96	----	
N	1		Nursery	4/1/96	120	
N	2		Nursery	4/1/96	115	
G			Growing	4/1/96	350	
F			Finishing	4/1/96	520	

NOTE: A separate location is recorded for the entire nursery barn. Also note that no inventory is recorded for the nursery barn, since pig movements in and out will be recorded by room.

PigCHAMP has an expanded capability for recording additional details about your locations. On the same sheet you recorded the above information, you should also collect data for such parameters as: alternate ID (of the location), number of buildings per barn, number of pens/room, production type, pig flow method, all out frequency, area, waste removal system, ventilation type and feeder style. PigCHAMP lets you record descriptive data about your locations in 37 separate data entry fields. This information is strictly optional; it is not required in order to run reports. However, we encourage you to collect and record as much of this information as possible so you can take full advantage of the power of PigCHAMP. Record the following information as it occurs, on or after the start-up date:

Weaned In:

Barn	Room	Pen	Date	Pigs	Wt	Age
N	1		4/2/96	48	510 lbs	22 days

Record pigs weaned into the nursery.

NOTE: This information can be transferred directly from the Sow/Boar Records Wean Event by selecting Location for the Weaning Destination Prompt in Data Entry Options. Refer to Chapter 3, *Entering Data*, for more information.

Purchases:

Barn	Room	Pen	Date	Type	Pigs	Wt	Cost
G			4/7/96	Feeder	20	810 lbs	$1400

Pig Movements:

Barn	Room	Pen	Date	Pigs	Wt	Barn	Room	Pen
N	1		4/5/96	50	1750	G		

Record movements of pigs between locations in the nursery/grow-finish herd. (Record the transfer of replacement animals to the breeding herd separately; they will be entered using a different event.)

Feed:

Barn	Room	Pen	Date	Ration	Weight	Cost
F			4/1/96	F2	5 Tons	

The cost is calculated automatically from the ingredient and ration records when the weight is entered in the program, OR you can enter the cost yourself. For more precision, you can also record feed weighed back when a barn is empty.

Sales:

Barn	Date	Type	Pigs	Carcass Wt	Live Wt	Receipts
F	4/12/96	Market	60	13,500	16,000	6,616.35

Record the average pig weight (indicate if you are recording an average). Record the sale destination type (either Buying Station or Direct) and the destination. The Sales Event has separate fields to enter this information.

Pig Deaths or Destroyed Pigs:

Barn	Date	Death/Dest	Pigs	Total Wt	Reason
F	4/9/96	Destroyed	1	170	Tail Biting

PigCHAMP has 90 reasons defined for pig deaths and destroyed pigs. A complete list of the Death/Destroyed Reasons can be found in the appendix of this volume. Record a separate Death or Destroyed Event for each reason.

Removals:

Barn	Date	Removal Type	Pigs	Total Wt
F	4/29/96	Butchered	1	220

PigCHAMP has two removal types defined: Butchered and Transferred. The Transferred removal type refers to animals that are moved to another farm or are moved off the farm but not sold.

Move Gilts/Boars **Move Gilts/Move Boars:**

Barn	Date	Pigs	Total Wt	Destination Barn
F	4/17/96	1	225	BR

Collect information about the gilts and boars that have been transferred from the finishing herd into the breeding herd to be used as replacement stock.

Location Records Data Entry

Location Records are designed for continuous flow nursery-grow-finish operations. However, breeding herd producers can also use Location Records to analyze feed usage, sales and purchases. To record data by location, create a record for each location on the farm you wish to analyze. The number of Location Records you create is entirely up to you. There is no minimum or maximum number required by the PigCHAMP program. When you have finished entering all of your Feed Records and Ration Formulation Records, you can start to enter your Location Records data. Location Records include financial information as well as pig information.

When Should I Use Location Records?

Data entry in Location Records requires more decision making than data entry in Group Records because Location Recording is so flexible. Even though you have a Group-based system, do you want to analyze any Group data by location? Create a Location Record for each location to be analyzed. You also need to record a starting location in each group record and any movement(s) of the group from one location to another. Suppose you wish to record Pig Movements by Group and Feed Usage by location? You will need a Location Record for each area where you have a feed bin.

Do you want to record group data for the growing stage of production and location data for the finishing stage? You can create one Location Record to contain all the finishing data, or you can create several finishing Location Records, one for each location you want to analyze.

Do you want to use Location Records to record feed usage, sales, purchases, deaths, and removals for your breeding herd? Create a Location Record for each location you want to be able to analyze.

NOTE: If the same physical location (building, barn, etc.) houses both breeding animals and growing pigs, you must create two Location Records to keep the inventory and feed usage data separate.

Creating New Location Records

The first step in recording nursery/grow-finish data is to create your Location Records. Even if you are recording all of your pig information in Group Records, you are still required to create certain Location Records (when you create new Group Records you are required to specify a location for the group). You should also include at least one Location Record for the sows and boars. If you are raising any of your own replacements, you will need to have a breeding herd Location Record available when you record the transfer of gilts or boars out of the finishing herd. To create new Location Records:

- Select Add Events from the COMMANDS MENU and press <Enter>. At the Barn prompt, type your first Location ID and press <Enter>.

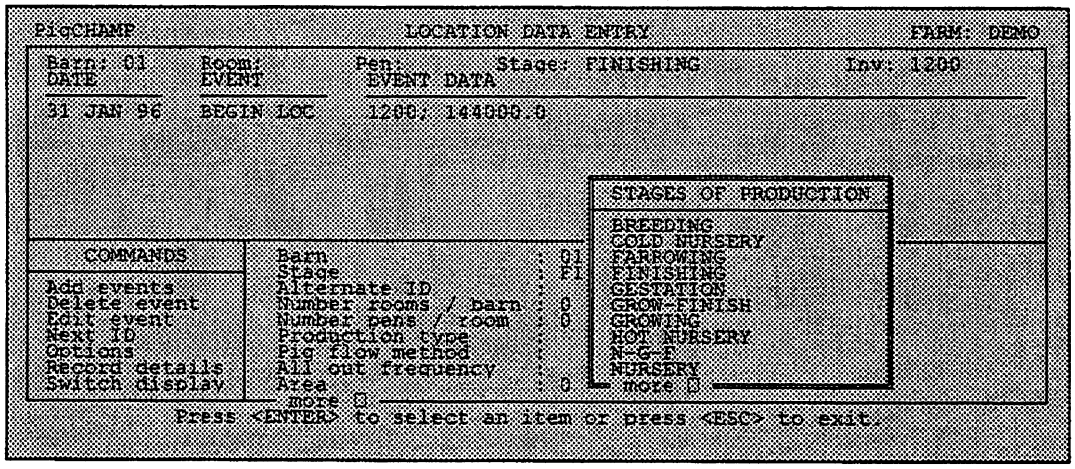
- Press the <→> key to add the new ID to the list of Barn IDs. Type the beginning date and press <Enter>. Since the Begin Loc Event is required for all new Location Records, the cursor will skip over the Event field and go straight to the Inventory field.

- Type the Number of Pigs in this location on the beginning date and press <Enter>.

- Type the Total Weight of the pigs and press <Insert>, or if you don't have an inventory weight, just press <Insert>.

- After each Begin Loc Event, you will be prompted for additional information about the location: Stages of Production, Alternate ID and additional fields dealing with the number of buildings and pens, the Pig Flow Method used, the Production Type employed, the Area of the location and other fields.

- Select the Stage of Production that applies to this location. Press <F1> to select from a list of stages. At this point, your screen should appear as follows:



Attached to each Location ID is a Stage of Production. When you press the <F1> key, you can view a list of the 11 choices that PigCHAMP provides. By recording the Stage of Production, you can use PigCHAMP to analyze the same data by specific location and Stage of Production. Each time you create a new Location Record, PigCHAMP prompts you to enter the Stage of Production.

If you have an Alternate ID for this location, then type it in at the Alternate ID field and press <Enter>.

Following the Alternate ID field, there are 34 more fields in which you have the option of entering additional, detailed information about the Location. If you have no data to enter into these fields, just press <Enter> to skip over them. Any field provided with an active <F1> key will prompt you to view and select from a list of choices. Messages at the bottom of the screen also prompt you what to enter in each field.

Once you have entered all your data, press <Insert> to store the data and to return to the Barn field. Continue to create new Location Records for each of the Location IDs on your Location Inventory sheet.

NOTE: Make backup data files at the end of each data entry session using the PigCHAMP Backup Farm command.

Location Records Events

The order of data entry is important for Location Records. You should enter your data so that there are always enough pigs in the inventory of a Location Record to cover the movements out. This may sound obvious, but if you have multiple locations, and you are entering your data infrequently, it is quite possible to run into problems. So always enter the Nursery data first, followed by the Growers, and then the Finishers.

Select Add Events from the COMMANDS menu and press <Enter>. Working from your Location Record sheet, type the Location ID and press <Enter>. Next, record the date and press <Enter>. On the following pages, we explain all the Location Events. We recommend that you enter data in these events in the following order:

BEGIN LOCATION

WEANED IN
PURCHASE

MOVE PIGS
    MOVE IN
    MOVE OUT

MOVE GILTS
    GILTS IN
    GILTS OUT

MOVE BOARS
    BOARS IN
    BOARS OUT

PIG INVENTORY

GENERAL

FEED IN
FEED OUT
FEED INV

REMOVAL
DEATH
DESTROYED

TREATMENT

EXPENSE
INCOME

SALES
GRADE
YIELD
INDEX
BACKFAT

The events listed above are more logically arranged by similar tasks. For example, the first three events (Begin Location through Purchase) deal with establishing Location Records and recording newly Weaned and Purchased pigs in those locations. The next 10 events (Move Pigs through Pig Inventory) deal with subsequent pig movements. The following four events (General through Feed Inventory) concern recording General comments about locations and all the Feed recordkeeping. The next four events (Removal through Treatment) deal with pig illnesses, deaths and treatments. The last seven events (Expense through Backfat) allow you to monitor the financial and performance data related to the grow-finish side of your operation.

Refer to Chapter 3, *Entering Data*, for more detailed information about Location Data Entry.

Location Records Data Collection -- Breeding Herd Example

The following Data Collection scheme is based on the breeding herd location example #1 discussed in the Planning your Data Collection section. This is the simplest breeding herd location scheme, in which one breeding location is created (called Barn:BR in our example). This location is used to record transfers of boars and gilts into the breeding herd, breeding herd purchases, sales and/or feed usage. This arrangement is simple, because you have only one breeding location, thereby eliminating the need to record sow movements between various buildings.

Make a list of the location(s) that you will be creating records for in the PigCHAMP program. Record the stage of production (breeding), your start-up date, and the beginning inventory for the location. The inventory weight (of the pigs) at each location is optional. Make a physical inventory of all the animals in the breeding herd on your starting date (include gilts, sows and boars but do not include piglets. This will cause double-counting errors in some reports).

Barn	Room	Pen	Stage of Production	Date	Pigs	Weight
N			Nursery	4/30/96	-----	

Start to collect the following information, as it occurs, on or after the starting date:

Move Gilts/Move Boars:

Barn	Date	Pigs	Total Wt	Destination Barn
F	4/17/96	1	225	Br

Collect information about the gilts and boars that have been transferred from the finishing herd into the breeding herd to be used as replacement stock.

Purchases:

Barn	Date	Type	Pigs	Wt	Cost
BR	4/7/96	Feeder	20	180 pounds	$1400

Feed:

Barn	Date	Ration	Weight	Cost
Br	4/1/96	FA2	2 Tons	

The cost is calculated automatically from the ingredient and ration records when the weight is entered. Or you can enter the cost yourself. For more precision, record feed weighed back when a barn is empty.

Sales:

Barn	Date	Type	Pigs	Carcass Wt	Live Wt	Receipts
BR	4/12/96	Cull Gilt	60	13,500	16,000	6,616.35

Record the total pig carcass and live weight in pounds or kilograms (maximum 999,999). You can also record the average pig weight (indicate if you are recording an average). Record the sales destination type (either Buying Station or Direct) and the destination. The Sales Event has separate fields in which to enter this information.

Pig Deaths/ Destroyed Pigs:

Barn	Date	Death/Dest	Pigs	Total Wt	Reason
BR	4/12/96	Destroyed	1	170	Tail Biting

Do not record a reason (reasons are recorded in individual sow/boar records). The purpose of this information is to calculate inventory. Additional location details may also be recorded. In the example above, we are working in the Breeding Location Record, and we record that the death occurred in room 5, pen 1 (it is not necessary to have a Location Record entered on PigCHAMP for the Room 5, Pen 1 location).

Treatments:

Barn	Date	Treatment	Cost
BR	4/9/96	Xylazine	$2.00

PigCHAMP has 151 listed treatments to select from.

Follow the data entry procedures outlined in the last section, Location Records – Growing Herd example. For more information about data entry in Location Records, refer to Chapter 3, *Entering Data.*

Group Records -- Getting Started

Group Records were designed to be used with all-in/all-out finishing systems. In a Group Records-based system, pigs enter a group and stay in the group until they are sold or moved into a continuous flow unit (for example, when pigs move from a group based grower into a continuous flow finisher). Individual pigs are not identified.

In the simplest Group-based system, pigs enter the nursery as a group, stay together as the group moves into the grower and finisher buildings, and are sold together as a group. However, all pigs in the group do not always enter and leave the group together. For example, pigs in the group may be sold individually or in small lots, or some pigs may be moved into the breeding operation. Much of the information regarding data entry in Group Records can be gleaned from the procedures just outlined for data entry in Location Records. Most of the events used in Location Records data entry are the same for Group Records data entry (with a few exceptions/additions).

Group Records Data Collection

The following Data Collection scheme is based on an all-in/all-out sample swine operation. The pigs are weighed at weaning and put into all-in/all-out type groups. The groups are kept more or less intact until slaughter. The pigs are weighed a second time at slaughter.

Appropriate information can only be obtained when the pigs are weighed so if they are weighed only at weaning and slaughter, only one location is necessary. It can be an All Grow location or a N-G-F location.

Do Not Record Inventory

On the same sheet, record the following information if it is available:

Alt ID	Source (of pigs)	Breed	Sire	Dam
Shed 2	PIC	Duroc		

For each group location, be sure to record as much of the above information as possible. This data goes into the Record Details about the group location and provides you with additional descriptive data about the location.

New Groups

Data Collection for existing groups, or groups in progress, follows the same procedure described here. You will also need to get information about feed ingredients, ration formulations and assorted costs for the period. For each new group that enters the nursery barn, start to collect the following information.

> **NOTE:** Record all of the information for a group on a general purpose data collection sheet. Have a separate sheet for each group and keep it with the group as it is moved from one location to another. You can use abbreviations for the event names to reduce your data collection time (a list of event abbreviations and event-specific data can be found in the appendices at the end of this manual).

Start-Up Date and Location

Group ID	Date	Event	Barn
92-1	1/11/96	BEGIN GROUP	N

Weaned In

Group ID	Date	Event	Pigs	Total Wt	Age
92-1	1/11/96	WEANED IN	120	1320	23

Record pigs weaned into the group.

> **NOTE:** This information can be transferred directly from the Sow/Boar Records Wean Event by selecting Group for the Weaning Destination Prompt in data entry Options. Refer to Chapter 3, *Entering Data*, for more information.

Feed Ingredients

Group ID	Date	Event	Feed ID	Weight
92-1	1/11/96	FI	N1	1,000 pounds

Cost is calculated automatically from ingredients and ration records when the weight is entered in the program, OR you can enter the cost yourself. For more precision you can also record feed weighed back (Feed Out Event) when a barn is emptied.

New Location of Group

Group ID	Date	Event	Pigs	Total Wt	New Barn
92-2	4/10/96	N	118	4,250 pounds	G

Record the number of pigs, total weight, and their NEW location. The new location must have a record previously created on the PigCHAMP program.

Sales

Group ID	Date	Type	Pigs	Carcass Wt	Live Wt	Receipts
92-2	4/12/96	Cull Gilt	60	13,500	16,000	6,616.35

Record the total pig carcass and live weight in pounds or kilograms (maximum 999,999). You can also record the average pig weight (indicate if you are recording an average). Record the sales destination type (either Buying Station or Direct) and the destination. The Sales Event has separate fields to enter this information into.

Pig Deaths

Barn	Date	Death/Dest	Pigs	Total Wt	Reason
92-4	4/9/96	Destroyed	1	170	Cannibalism

PigCHAMP has 90 reasons defined for pig deaths and destroyed pigs. A complete list of the Death/Destroyed Reasons can be found in the Appendix of this volume. Record a separate DEATH or Destroyed Event for each reason.

End Group

Group ID	Date	Event	Data
92-2	4/10/96	E	(No Data Fields)

The End Group Event records the closing out of the group when all pigs are sold or removed. The inventory of the group must be zero when the End Group Event is entered.

At the top of the data sheet, you may also want to record the following information for each group: alternate ID, source, sire, dam, genetics. This information will be entered in the header (top two lines) of the group record.

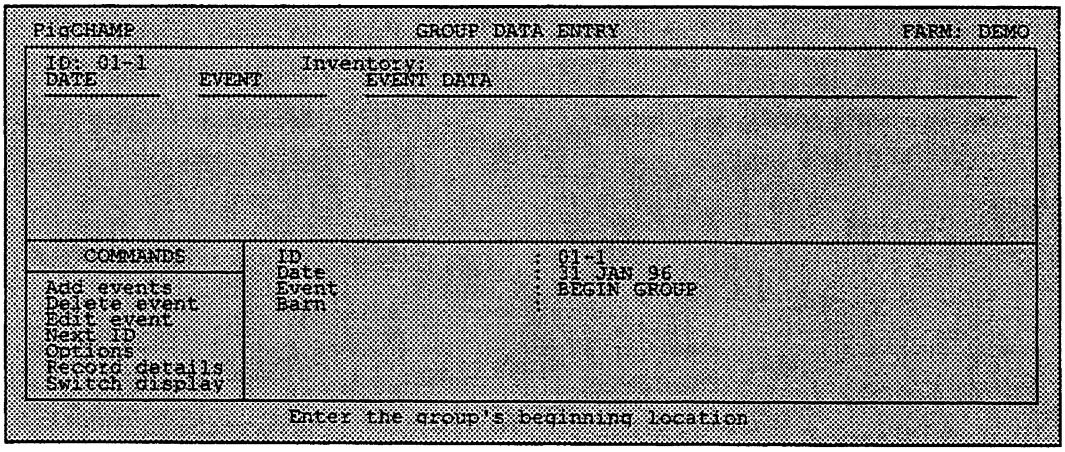
Group Records Data Entry

Much of the information regarding data entry in Group Records can be gleaned from the procedures just outlined for data entry in Location Records. Most of the events used in Location Record data entry are the same for Group Record data entry (with a few exceptions/additions).

Creating New Group Records

- At the COMMANDS menu select Add events and press <Enter>.
- Type your first group ID and press <Enter>. Press the <→> key to add the new ID to the list. As your group ID list grows, you can use the <F1> key to view the list and make selections.

- Enter the date on which this group was created. The cursor will skip over the Begin Group Event in the event field and go straight to the Barn prompt. Your screen will look like the one below:



- Enter the ID of the beginning location for this group. The ID must correspond to the ID of an existing Location Record; press <F1> to display a complete list of Location Record IDs.

- For each Begin Group Event you enter, you will be prompted for additional information about the group: Alternate ID, Source, Breed, Sire, Dam. Enter any information that you have available, and press <Insert> to complete the Begin Group Event. Continue to create new Group Records for each of the group IDs on your Group Inventory sheet.

Data entry in Group Records is similar to data entry in Location Records. The Event fields are the same and data entry into the fields is identical to Location Records. However, every Group you define in PigCHAMP has a beginning and an end. The Group begins on the starting date you determine and ends when the last pig moves out of the Group (the Group inventory is then zero).

In PigCHAMP, you always create a group with a Begin Group Event and end a group record with an End Group Event.

- **The Begin Group Event** gives the Group a starting date and a location. By recording the starting location of the Group and subsequent movements to new locations, you can get reports by location from your group data.

- **The End Group Event** ends the group and closes the group record. Groups ended with an End Group Event are no longer active. The inventory of the group record must be zero when this event is entered, and no other events may follow the End Group Event in the record. Note that a group remains active on the system until an End Group Event is entered in the record, even if the inventory of the group is zero.

Group Locations

If you record each group's starting location and the new location each time the group is moved, you will be able to analyze your group data by location and stage of production. The level of detail used to define group locations (all growing, barn, room, pen) depends on the physical setup of your farm and what level of detail you want to collect, enter and analyze.

Each time you create a group record, the system asks you to enter the location ID to record the group's starting location. A starting location is required. If you enter a location ID, a Location Record for that ID must have already been created on the system.

If the group moves to a new location on the same farm, enter a New Loc (New Location) Event in the group record. You are prompted to enter the number of pigs moved, their total weight, and the new location ID. As before, the specified location ID must already exist on the PigCHAMP system.

NOTE: If you want to analyze growth performance for the previous location, you must record pig weights for the New Loc Event.

Recording a group's location and its movements to a new location is useful for answering questions like these:

- How many days did the pigs spend in each location?
- How much weight did the pigs gain in each location?
- What was the feed cost per unit of gain in each location?

Group Records Events

We recommend you enter data into Group Events in the following order:

BEGIN GROUP

WEANED IN
PURCHASE

NEW LOCATION
MOVE PIGS
    MOVE IN
    MOVE OUT

GILTS IN
GILTS OUT

BOARS IN
BOARS OUT

PIG INVENTORY

GENERAL

FEED IN
FEED OUT
FEED INV

REMOVAL
DEATH
DESTROYED

TREATMENT

EXPENSE
INCOME

SALES
GRADE
YIELD
INDEX
BACKFAT

END GROUP

The following events: **Begin Group, End Group** and **New Location,** are used for GROUP RECORDS data entry only. Three other events, Begin Location, Move Boars and Move Gilts are used in LOCATIONS data entry only and are not valid for use in GROUP RECORDS data entry.

We recommend the above order to Event data entry because the events are more logically arranged by similar tasks. For example, the first three events (Begin Group through Purchase) deal with establishing GROUP Records and recording newly Weaned and Purchased pigs in those Groups. The next eight events (New Location through Pig Inventory) deal with subsequent pig movements. The following four events (General through Feed Inventory) concern recording General comments about locations and all the Feed recordkeeping. The next four events (Removal through Treatment) deal with pig illnesses, deaths and treatments. Finally, the last seven events (Expense through Backfat) allow you to keep track of all the financial and performance data related to the grow-finish side of your operation.

Refer to the *Entering Data* chapter for more detailed information about Locations Data Entry.

Chapter 3 - Entering Data

This chapter contains detailed information about the concepts and processes involved in entering data in the PigCHAMP program. The chapter is divided into three sections:

1. **File Management** expands on the commands you learned in the *Getting Started* chapter of this manual, including creating and selecting a farm. It also gives you information about simplifying other housekeeping duties you'll need to manage your files.

2. **Utilities** shows you how to work with Batch Data Entry, Editing Label Values and performing tasks such as Merging Files and Viewing Trace Files.

3. **Entering Data** describes the "nuts and bolts" of data entry for the five record types (Sow/Boar, Group, Location, Ration Formulation and Feed). We also discuss the operation and applications of the PigCHAMP Program Dictionary.

A Note Before Going On

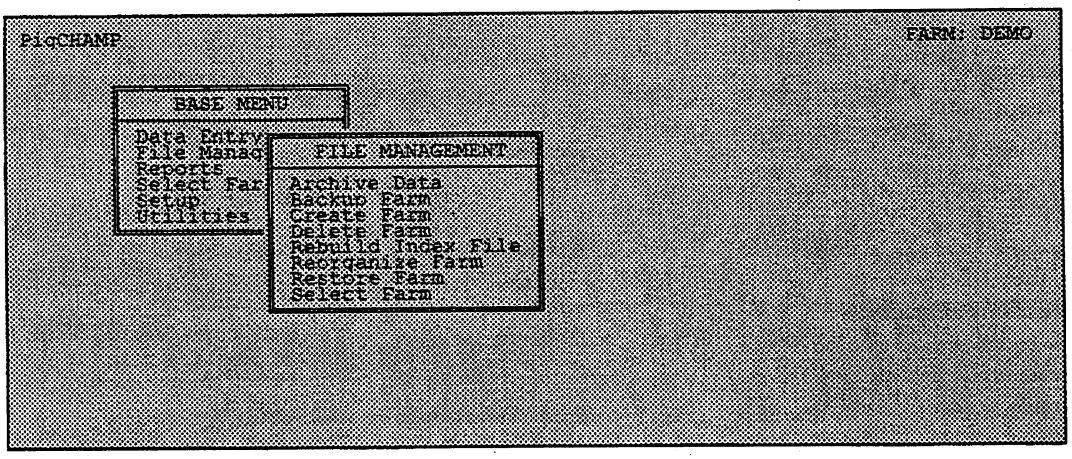
Understanding and working through the sections discussed in this manual depends on successfully installing the PigCHAMP program and creating and selecting your farm. Please refer to Chapter 1, *Getting Started*, for more information on installation.

Section 3.1: File Management Commands

The PigCHAMP program has a number of file management commands that simplify routine housekeeping duties, such as creating, selecting and managing your data files. In most cases, these commands create an address for the data files on your hard drive and let the computer know where to look for the data files. It will be necessary for you to use some of these commands before you can start entering records or generating reports.

FILE MANAGEMENT Menu

To use file management commands, select File Management from the BASE MENU. The screen will appear as shown:



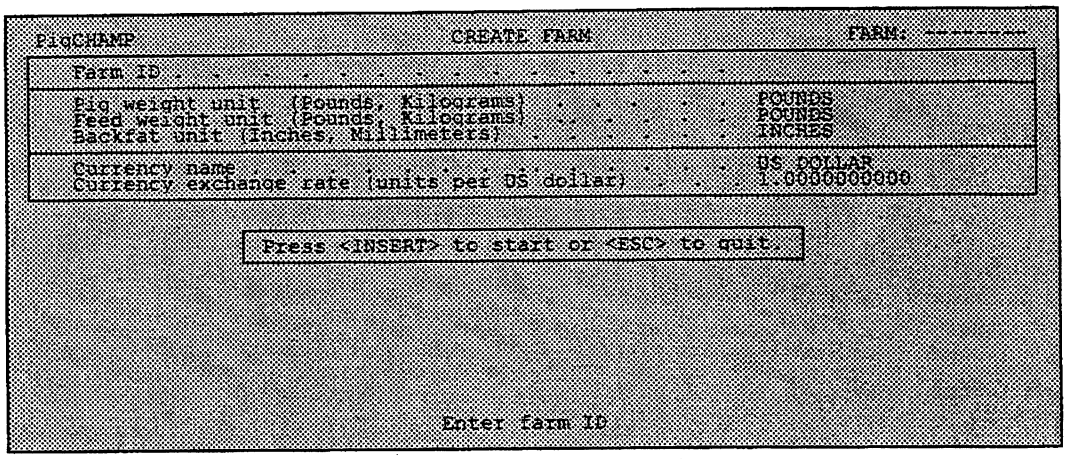
The file management commands will be discussed in order of priority use, not alphabetically, as listed on the menu screen above. This will help you use PigCHAMP more efficiently.

CREATE FARM Command

The CREATE FARM command creates the farm's data files and adds the farm ID (along with some other basic information about the farm) to the farm directory on your fixed disk. You will not be able to start working with any farm data (i.e., select the farm, enter data or run reports) until you have created the farm on the PigCHAMP program with this command. Each farm for which you plan to enter data and run reports must be created initially on PigCHAMP using this command. The CREATE FARM screen is selected from the FILE MANAGEMENT menu.

CREATE FARM Screen

At the BASE MENU, select the FILE MANAGEMENT menu. Then select the CREATE FARM screen. The screen will appear as shown:



Farm ID

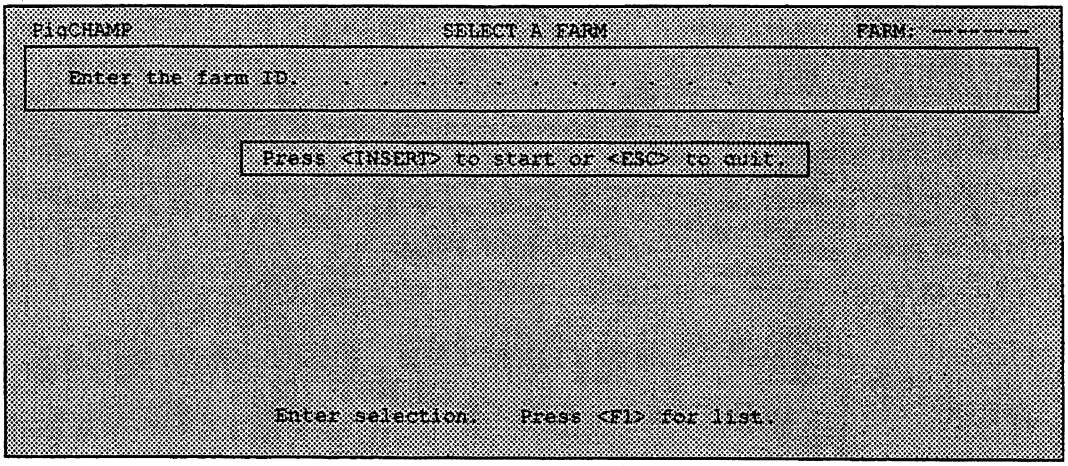
The first field you encounter on the screen asks for the Farm ID. The Farm ID may be two to eight characters long and may not contain any periods (.) or embedded blanks. Every farm in the directory must have a unique ID. (Additional information regarding your farm, such as the address, important phone numbers and the manager's name, are all recorded in the SETUP section of the BASE MENU, FARM DETAILS selection. However, this information is not required to complete the Create Farm procedure and begin entering data.)

For information on other menu items, see Section 1.2 in this manual, *Setting Up the PigCHAMP Program.*

SELECT FARM Command

The SELECT FARM command tells PigCHAMP which farm you want to work with. You will need to select a farm before you can begin to enter any information in the Sow/Boar, Group, Location, Feed or Ingredient Records, or to generate reports. PigCHAMP always uses the selected farm when you enter data, manage data files, or run the PigCHAMP program reports. When you select the SELECT FARM command, the following screen will display. For more information about this screen, see Section 1.2, *Setting Up the PigCHAMP Program.*

SELECT FARM Screen



NOTE: If the farm you want is not listed in the farm directory, you must create it using the CREATE FARM command discussed earlier.

BACKUP FARM Command

The BACKUP FARM command should be used after every data entry session to ensure that you will not lose the data you have entered if something happens to the copy on the fixed drive. It is extremely important to make frequent backup copies of the farm data. The time and cost involved in making backups are small, while the time and cost involved in re-entering or losing valuable data can be great, even disastrous.

When you create a farm on PigCHAMP, two original data files are created to contain the farm data. Only these original data files can be used for entering data or running reports. If the original data files are lost or damaged, you can recreate them on the system with the RESTORE FARM command, provided you have a backup copy.

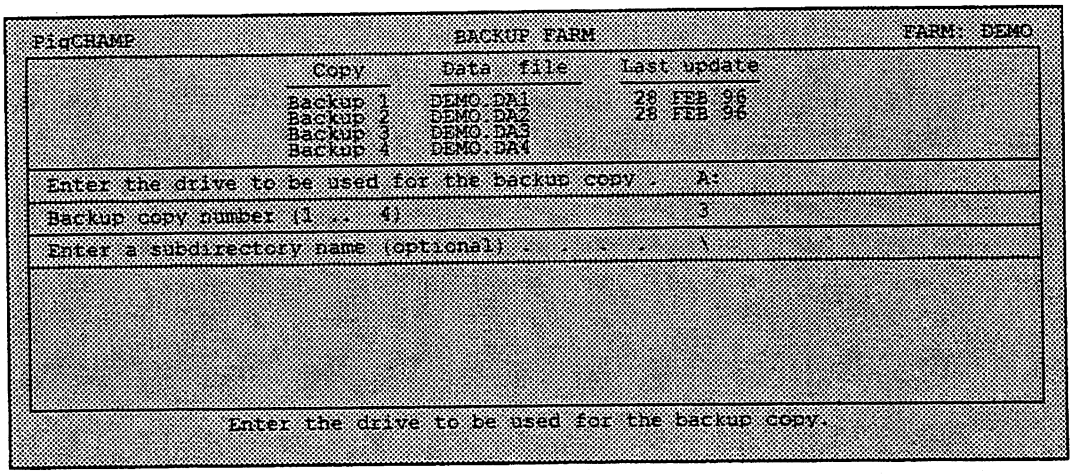
NOTE: When you use the RESTORE FARM command to restore a backup and recreate your original data, any data you entered since the last backup will have to be entered again. Keep your backups as current as possible by backing up your data on a regular schedule.

So that you will not mistake an out-of-date backup copy as the current original file, PigCHAMP can recognize and will not accept your backup copies for entering data or running reports. This is an important safety feature for your farm data.

PigCHAMP allows up to four backups for each farm. Use separate backup diskettes for each farm and for each backup copy. Thus, if you have two farms with two backups each, you will need four diskettes (assuming that all the data for the farm will fit on one diskette). Label each backup diskette "Backup," the farm name, and the backup number (1, 2, 3 or 4) before you begin.

BACKUP FARM Screen

At the BASE MENU, select the FILE MANAGEMENT menu. Then select the BACKUP FARM screen. The screen will appear as shown:



NOTE: Filenames for original data files end in .DAT; filenames for backups end in .DAX, where X is the backup number. For example, in the screen above, the backup file is listed as Backup 1 DEMO.DA1.

Enter the Drive to be Used

Enter the name of the drive to which the backup copy should be directed. When you press <Enter>, PigCHAMP will display a list of files on the disk in that drive.

Backup Copy Number

Type the backup number (1, 2, 3 or 4). The default backup copy entered is the least up-to-date.

Enter a Subdirectory Name

Enter the subdirectory (path name) to which the backup copy should be directed.

Restore Data Dictionary Files Too?

Select Yes if you want to restore the data dictionary file from the backup disk.

Press <Insert> to activate the BACKUP FARM command. Press <Esc> to exit without activating the BACKUP FARM command and return to the FILE MANAGEMENT menu.

NOTE: You should always keep at least three sets of backup copies of your PigCHAMP program data on diskettes. At the end of every data entry session, you should back up the data you have entered onto the oldest backup copy. If your data files are damaged or corrupted during a data entry session, the backup you make of that data entry session will also be damaged or corrupted, so it is important to have more than one set of backup diskettes. With more than one backup, you can be certain that you always have at least one relatively complete set of uncorrupted data. You should keep the second-most-recent copy of your backups physically separate from your computer system. This is to prevent a disaster (fire, tornado, etc.) from destroying both your computer and your backup files. *It is very common for the value of the data on a $25 disk to far exceed the cost of both the hardware and software on your computer!*

If the diskette becomes full while making a backup copy, the following message will appear on your screen:

```
Backup diskette number 1 is full.   Please
insert new diskette number 2 in drive A:

Press <Insert> when you are ready to
     continue, or <Esc> to quit.
```

You may use as many diskettes as necessary to make backup copies.

NOTE: If you have used the BACKUP FARM command, and you need to copy these files back onto your computer system, you must use the RESTORE FARM command if your data fills more than one backup diskette.

DELETE FARM Command

You use this command to remove a farm ID from the farm directory. However, this command does not delete the farm data files from your disk. You will delete a farm ID if:

1) You need to rename a farm, or;

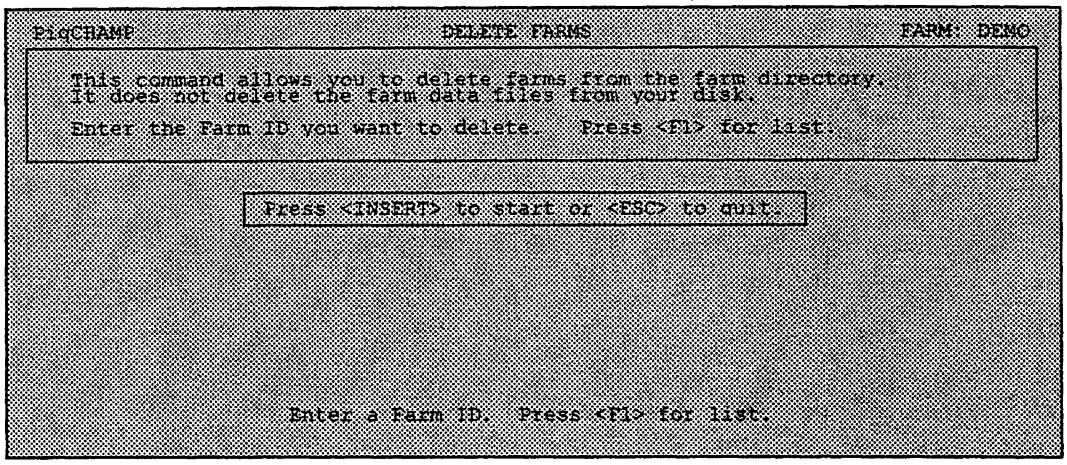
2) You need to delete a farm's data from your computer.

How to Delete a Farm ID and Farm Data Files

If you need to completely delete the farm ID and the corresponding farm data files from your computer, you will have to use both the DELETE FARM command in the FILE MANAGEMENT menu and the DOS DELETE command. There are two steps:

Delete Farm ID

1. Delete the Farm ID in the PigCHAMP program using the DELETE FARM command. At the BASE MENU, select the FILE MANAGEMENT menu. With the FILE MANAGEMENT screen displayed, select Delete Farms. The following screen will appear:



Type the Farm ID to be deleted and press <Enter>. Press <F1> to display a pop-up menu of the farm IDs. When you have selected the ID to be deleted, press <Insert> to start the deletion process. Press <Esc> at the prompt to return to the File Management menu.

Delete Farm Data File

2. Delete the farm data files in DOS using the DOS DELETE command:

   - Exit (quit) PigCHAMP and return to the MS-DOS system.
   - When you have reached the C:\PC4> prompt, use the DOS DELETE (DEL) command and type:

DEL farmID.*

(where "farmID" is the farm ID you wish to delete).

NOTE: You can learn more about deleting files in DOS by reading the appropriate section of your MS-DOS or PC-DOS users manual.

Renaming a Farm

The farm ID is the main address the database uses to locate information about a specific farm. If the farm ID needs to be changed, you can do so without having to re-enter all of the farm data. There are three steps:

1. Delete the farm ID, using the DELETE FARM command as explained above in step #1 of "Deleting a Farm ID."

2. Rename the files in DOS using the DOS RENAME command:

   - Exit the PigCHAMP program and return to the DOS prompt by pressing <Esc> repeatedly.

   - When you have reached the DOS C:> prompt, use the DOS REN (rename) command and type:

     REN oldID.* newID.* (where "oldID" and "newID" represent your old and new farm IDs).

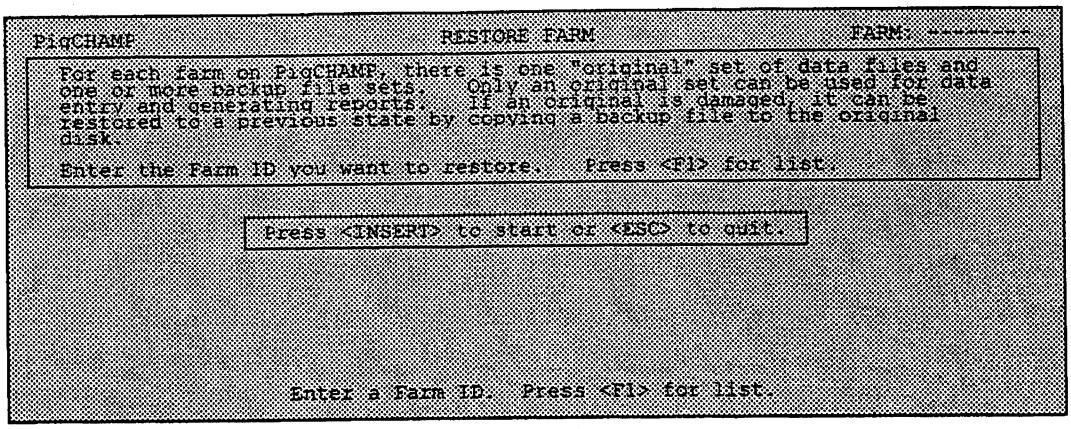
3. Create a new farm ID for the existing files in the PigCHAMP program with the CREATE FARM command, using the new farm ID.

RESTORE FARM Command

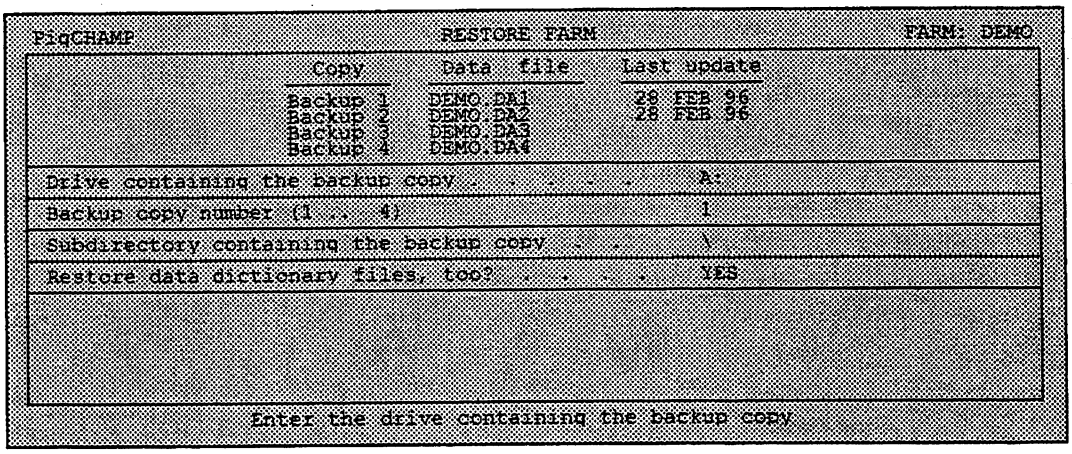
Use the RESTORE FARM command to restore the data files for a farm if they have been damaged or inadvertently deleted. The data files are restored from backup copies of the data files that you have. The restored data will then be whatever was last saved on the backup copy. However, any data that was entered since the last backup will be lost and will have to be entered again.

RESTORE FARM Screen

At the BASE MENU, select the FILE MANAGEMENT menu. Then select the RESTORE FARM screen. The screen will appear as shown:



This screen provides background about the RESTORE FARM command. After selecting the Farm ID you want to restore, press <F1> for a complete list of farm IDs. Press <Insert> and the second RESTORE FARM screen will appear:



This screen is similar to the BACKUP FARM screen. As such, the backup files here are also listed with the most recent copy first. Enter the following information about this RESTORE FARM screen, pressing <Enter> after each entry. Once all information has been entered, press <Insert> to start the Restore Procedure. You may press <Esc> at any time to quit and return to the BASE MENU.

NOTE: Filenames for original data files end in .DAT; filenames for backups end in .DAX, where X is the backup number. For example, in the screen above, the backup file is listed as Backup 1 DEMO.DA1.

Backup Copy Number — Type the backup number (1, 2, 3 or 4). The default backup copy entered is the least up-to-date.

Drive Containing the Backup Copy — Enter the name of the drive containing the backup data, from which the data files will be copied. Make sure the appropriate diskette is in the drive before entering the drive name.

Subdirectory Containing the Backup Copy — Enter the subdirectory (path name), containing your backup data, from which the data files will be copied.

Press <Insert> to save this information and activate the RESTORE FARM command. Press <Esc> to exit without saving and return to the BASE MENU.

REORGANIZE FARM Command

Use the REORGANIZE FARM command to:

1. Sort data records for the selected farm by record ID, or;

2. Reclaim unused space on the disk that was freed when individual records were deleted or archived.

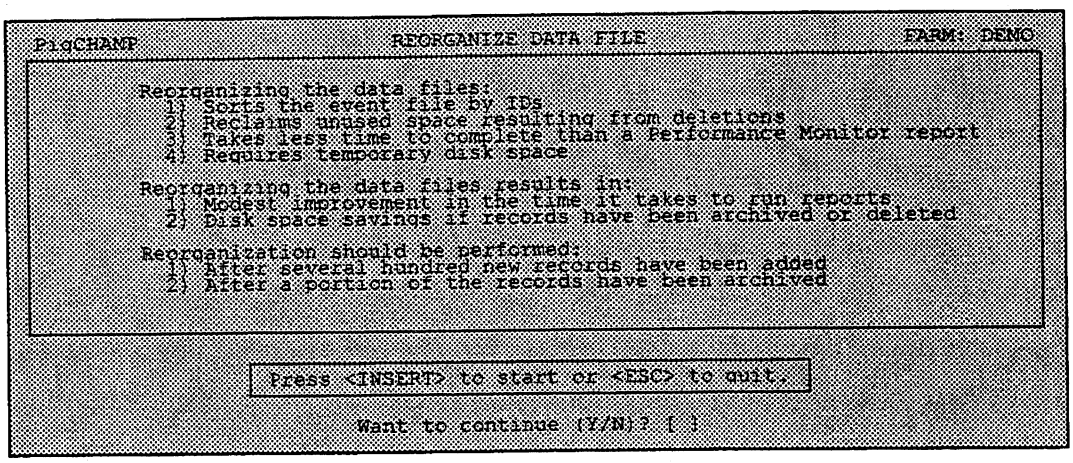
The most common reason to use this command is when you have deleted a large number (hundreds) of old records from a disk. Reorganizing your data is not required, but it will free space on the disk to enter more data and modestly improve system performance when you run reports.

> **NOTE:** You cannot use the reorganize farm command for backup diskettes.

How to Reorganize Your Data Files

1. Before reorganization begins, make sure you have enough free space on the disk (use the MS-DOS CHKDSK command to check the disk in question). You need as many bytes as the size of the file you want to reorganize. If you think space is tight (the disk is almost full, or the data file is very large), you can use a blank formatted diskette for temporary storage. If you have a fixed disk, space is only a problem if your hard disk is nearly full.

2. From the FILE MANAGEMENT menu, select Reorganize Farm and press <Enter>. Some information about the REORGANIZE FARM command is displayed on your screen, as shown:

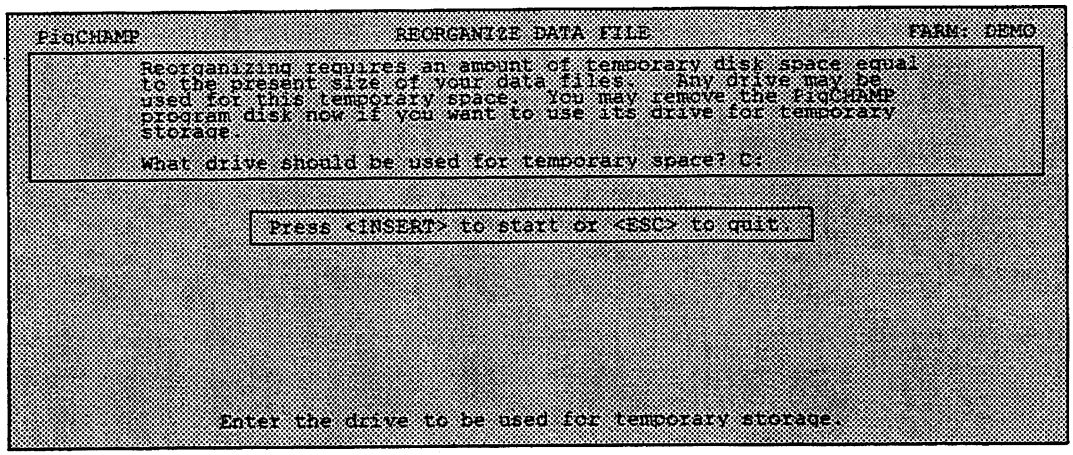


3. After the "Continue?" prompt, indicate whether you want to continue the reorganization by pressing <Y> (Yes) or <N> (No).

   <Y> = To continue and reorganize the data files.

   <N> = To quit. No data files are reorganized, and your last menu is displayed.

4. When you see the "temporary storage" prompt, type the name of the disk drive to be used for temporary storage (usually **A:** for diskette computers and **C:** for fixed disk computers). If you are not using temporary storage, just press <Enter>. A sample screen is shown:



5. If you were using a temporary storage diskette, remove it from drive A when reorganization is complete and (for diskette systems) reinsert the appropriate program diskette.

REBUILD INDEX FILE Command

This procedure is used to rebuild a farm's index file in the event it becomes corrupted. Each PigCHAMP farm has two data files:

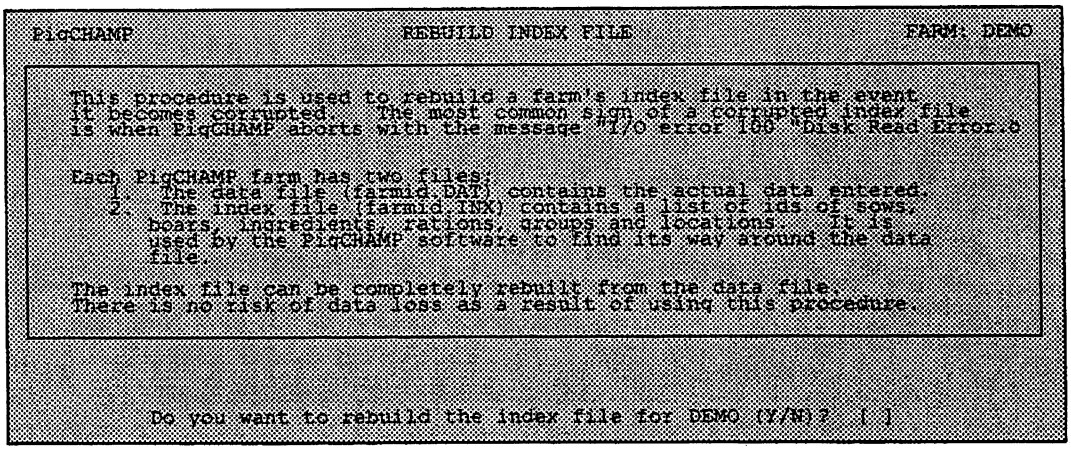
1. The data file (farmid.DAT) contains the actual data entered.

2. The index file (farmid.INX) contains a list of IDs of sows, boars, ingredients, rations, groups and locations. It is used by the PigCHAMP software to find its way around the data file.

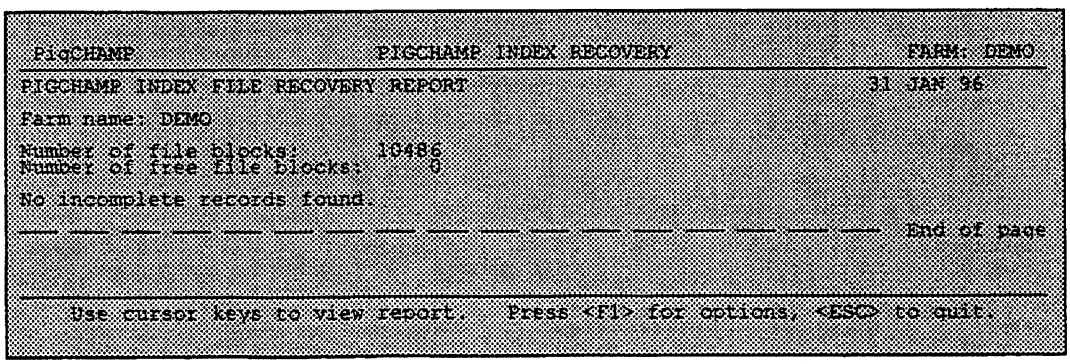
The REBUILD INDEX FILE command lets you completely rebuild the index file by using the information stored in the data file. There is no risk of data loss using this procedure.

To access the REBUILD INDEX FILE command; from the FILE MANAGEMENT menu, select Rebuild Index File and press <Enter>. Some information about the REBUILD INDEX FILE command is then displayed on your screen. It will appear as shown:

REBUILD INDEX FILE Screen



After PigCHAMP has rebuilt the index file, a short report is displayed on the screen:



In cases where only the index file is corrupted, there will not be any incomplete records reported, and you can carry on entering data for the farm. When a list of incomplete records is displayed, it indicates that the data file was damaged. Look at the incomplete records using the DATA ENTRY command or the History Report. Incomplete records may have their record of events cut in half, or it may be missing altogether. You need to assess the damage and decide whether you want to re-enter the data or restore the farm using a backup copy.

ARCHIVE DATA Command

The ARCHIVE DATA command archives records of sows and boars that have been culled or removed from your herd before a date you specify. The complete histories of the sows and boars are copied to an archive file, and then the record is deleted from the original data file. The object of archiving removed sow/boar records is to make space on your original data disk or diskette. Since it is more convenient to keep all sow and boar reports in one place, don't archive records unless you need the space.

NOTE: *Once data has been archived, it cannot be restored to the data disk.* Be careful using this command. As a safeguard, have a backup copy of the original data files before you start the archive procedure.

Data on archive diskettes can still be accessed for the Performance Monitor, Parity Distribution, and Subset Comparison Season & Cohort Reports.

Once you have archived any records, you should make a backup copy of your archive diskette(s). Since the program does not provide a method for making backups of archive files, use the DOS COPY command to make the backups. Label archive diskettes with the archive removal date.

Archiving records deletes old sow and boar records from the data diskette, thus freeing space for new records, but it does not reduce the size of the data file. After archiving, you may want to use the REORGANIZE command to free up more disk space.

How to Archive Old Sow/Boar Records

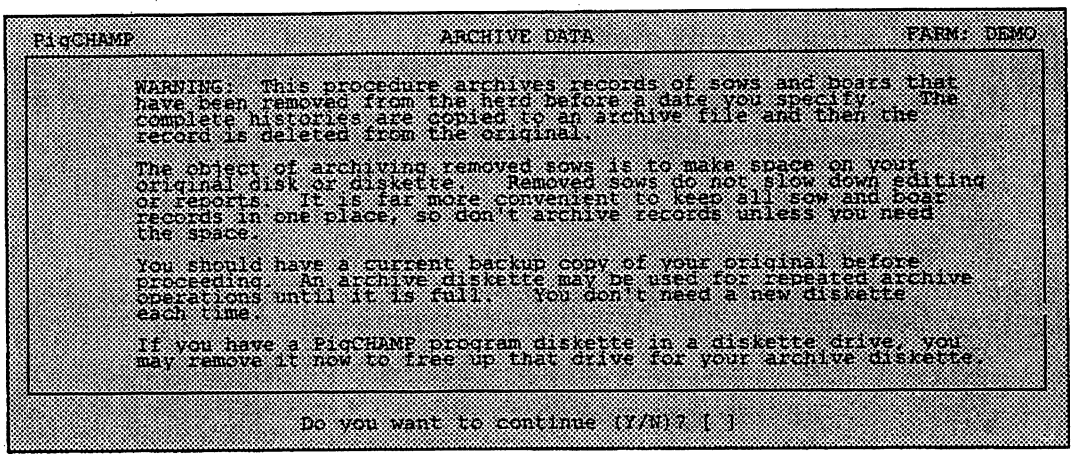
You should have an up-to-date backup of your data disk before you begin.

1. If you are archiving data for the first time, you need a blank, formatted diskette for the archiving.

2. From the BASE MENU, select the FILE MANAGEMENT command. Then select ARCHIVE DATA and press <Enter>.

3. The first ARCHIVE DATA screen explaining the archive procedure will be displayed, as follows:

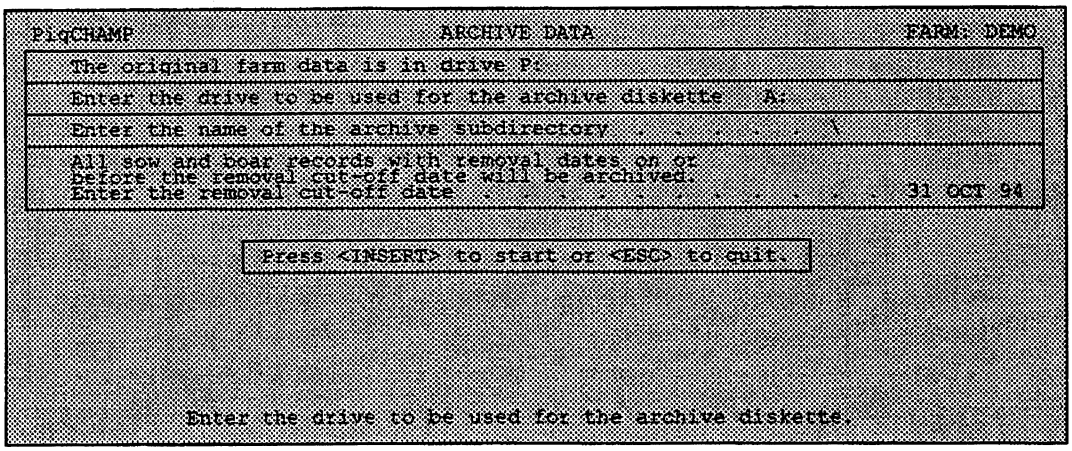
THE ARCHIVE DATA Screen



4. In response to the prompt at the bottom of the screen, you have two choices, type <Y> or <N>:

   <Y> = To continue with the archive. The next ARCHIVE DATA is displayed.
   <N> = To cancel the archive and return to your last PigCHAMP menu.

If you select <Y>, then the second ARCHIVE DATA screen will appear, as shown:



Enter the Drive to Be Used for the Archive Diskette

Enter the name of the drive to be used for the archive diskette (for example "A:").

Diskette systems: The original data diskette stays in drive B and the archive diskette is inserted in drive A. Remove the program diskette from drive A and insert the archive diskette.

Fixed disk systems, data on fixed disk: The original data is on the fixed disk (usually drive C). The archive diskette is inserted in drive A.

Fixed disk systems, data on diskette: The same drive may not be used for both the original and archive diskettes. Copy the original data files to the fixed disk using the DOS COPY command and then archive from the fixed disk to the diskette.

Enter the Name of the Archive Subdirectory

Enter the subdirectory (path name) of the file that will contain your archive data.

Enter the Removal Cut-Off Date

All sow and boar records containing a Remove Event dated before the cut-off date will be archived. Set this date at least 16 months before the current date. Enter the date in your usual date format.

More Than One Archive Diskette

Archive diskettes should be used for archiving records until they are full. When an archive diskette becomes completely filled during an archive operation, PigCHAMP displays this message:

```
Your archive diskette is full.
Please put a blank formatted diskette in drive A.
Press <SPACE> to continue, <Esc> to exit.
```

This is not an error message. It merely indicates that the archive diskette cannot hold any more records and a new archive diskette must be started.

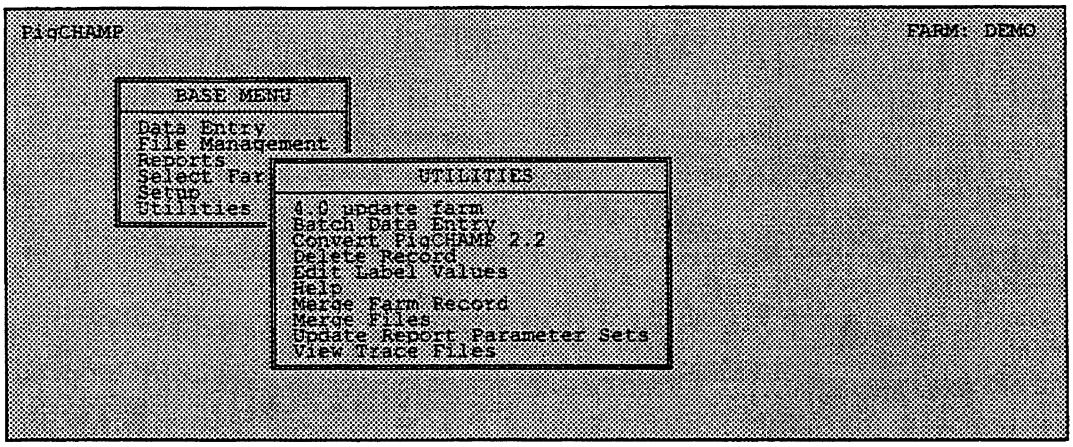
- If you have a new formatted diskette available, insert it into the appropriate drive and press the space bar.

- If you do not have a new formatted diskette available, press <Esc> and complete the remaining archive steps, if any. Pressing <Esc> does not abort the archive procedure at this point. Any sow or boar records archived up to this point will stay archived. Format a diskette and repeat the archive procedure using the new diskette to remove the rest of the records.

Section 3.2: Utilities Commands

PigCHAMP provides several utilities commands that simplify tasks like importing data from other database programs into PigCHAMP. The UTILITIES menu also contains features such as: Program Help information, the ability to Edit Label Values, Merge Files and View Trace Files.

UTILITIES Menu To use the utilities commands, select Utilities from the BASE MENU. The screen will appear as shown:

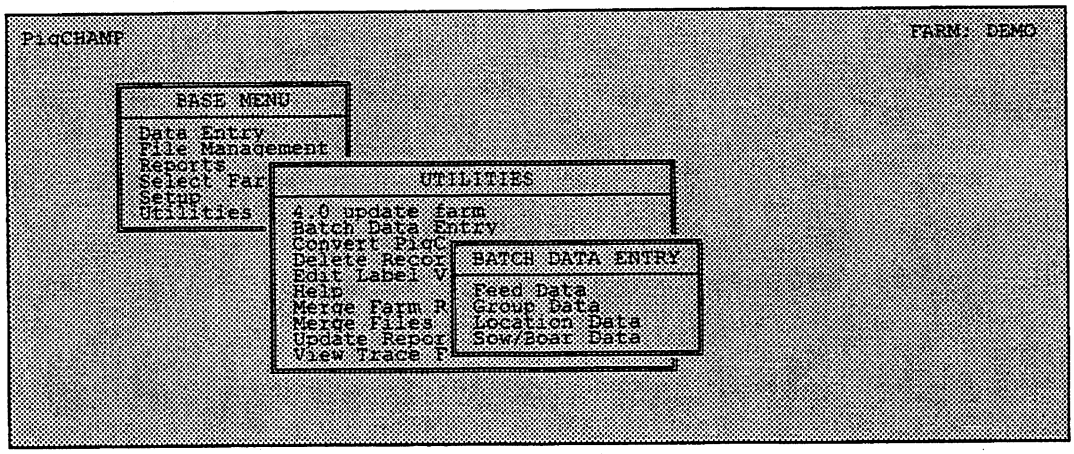


Batch Data Entry

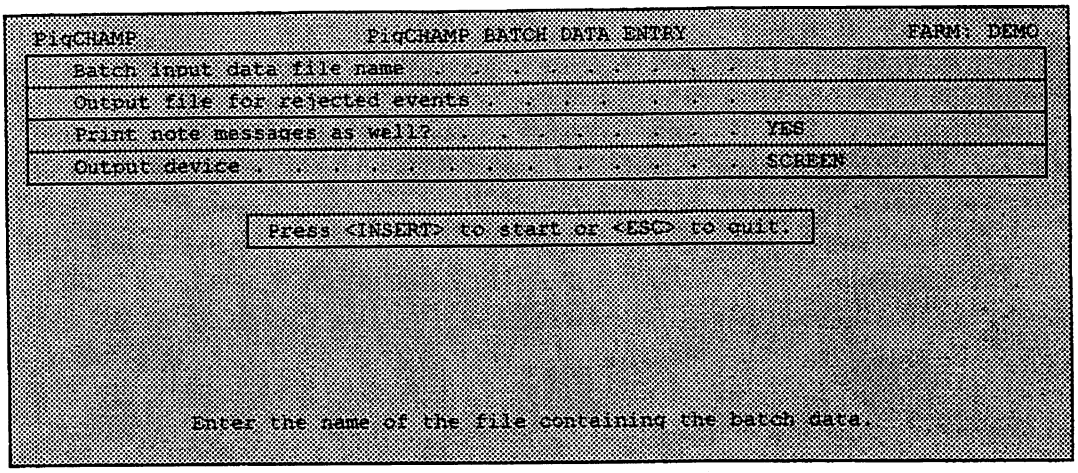
The BATCH DATA ENTRY command provides a method of entering a large amount of data into a PigCHAMP database from ASCII files. The most common use for batch entry is when data are to be transferred from another production software program or database. Some new PigCHAMP program users may already be using another computer program to record animal data (perhaps a dBASE II program, Lotus 1-2-3 or a specialized farm recording system). If you are such a user, the PigCHAMP program provides a method by which you can convert that data into a format that is acceptable to the PigCHAMP program and automatically enter it into the Record types available for data entry. This can save you a large amount of time when entering data. The Record types available for data entry through the Batch Data Entry Procedure are: Group Data, Ingredient Data, Location Data and Sow/Boar Data.

BATCH DATA ENTRY Screen

Once you have formatted all of your Batch Data Input Files and converted and saved them to ASCII format, you are ready to transfer the files into PigCHAMP. To access the BATCH DATA ENTRY menu, select Batch Data Entry from the UTILITIES menu and press <Enter>. See the following screen:



Next, select Sow/Boar Data and press <Enter>. You will see the following screen:



Batch Input Data File Name

Enter the name of the ASCII file. You must enter a full path name if the input file is not in the same directory as the PigCHAMP program.

Output File for Rejected Events

You may opt to have rejected entries saved as a second ASCII file so they can be corrected and re-entered. Enter the name of this new file. If you use the name of a file that already exists, the existing file will be overwritten.

Print Note Messages

You may choose <Yes> or <No>. Selecting <Yes> for Print Note Messages means that PigCHAMP will print a warning after a data entry event if the data does not make sense to the program as entered. In other words, the PigCHAMP program has determined that the data might be wrong as entered, but there is insufficient information to classify it as erroneous data. It is recommended that you select <Yes> for this option, just to confirm that the integrity of your data has been maintained during the Batch Data Entry Procedure.

Output Device

Often there will be data entry lines that the PigCHAMP program cannot read. (This condition differs from the Print Note Messages option, above, in that PigCHAMP can read that data.) Once you have executed the Sow/Boar Data command, it will produce a list of rejected entries and the reasons they were rejected. You may choose to have the program display this list on the screen, send it to an ASCII file or to the printer.

Creating the Batch Input File

The steps involved in creating a batch entry input file will depend upon how your existing data is organized. You must get the data out of the current program and into an ASCII file. Software varies widely in its ability to create ASCII files. It may be that your existing program will allow you to create a PigCHAMP batch input file directly. However, it may be that there is no facility to create ASCII files at all. You should check the documentation that came with your existing software.

After the data has been converted to an ASCII file, you may need to make further changes in order to convert it to the format the PigCHAMP program requires. You will probably need to use an application program written in a programming language such as BASIC or Pascal. The application program will need to read the original ASCII file and create a new, reformatted ASCII file in the format described below. You can also use a text editor, such as WordPerfect 5.1.

Batch Input File Format

The input ASCII file contains events, with each event arranged on a separate line. Each event in the file has the **same first three fields;** the program requires these three fields: Sow ID, Event Date and Event Name. The remaining fields will depend on the nature of the event, just as in manual data entry. You will need to put the specific event data into the same order in which the data fields occur in Sow/Boar Records. Just as in manual data entry, some fields will be required and some will be optional. **If you are missing data for a required field, the entry will be rejected. Each event field will be separated with a semi-colon <;>, including those fields that do not contain data.** For example, the format of the input ASCII data for the Enter Event, with a description of the necessary fields, would appear as follows:

ID; DATE; EVENT; SEX; ENTRY PARITY; TRUE ENTRY DATE

R123; 10/01/96; ENTER; MALE; 0; YES

It is not necessary to use all capital letters when programming the ASCII file to arrange the data in this format.

There are 27 Sow/Boar Events in PigCHAMP. In addition, there are special input line formats not associated with an event. They are the HEADER and HEADER 2 lines. Each has a special format (shown below). The HEADER line is used to enter or change Sow/Boar biographical information including: ID, Alternate ID, Birth Date, Sire, Dam, Genetics, Genetic line; the HEADER 2 line is used to enter or change Backfat Data, Mature Backfat, Mature Weight, Pat. Grand Sire, Pat. Grand Dam, Mat. Grand Sire, Mat. Grand Dam, User Item 1 and User Item 2.

As with normal data entry procedures, event names may be abbreviated with as few letters as are necessary to distinguish one event from the others (e.g. FARROW may be abbreviated as FA to distinguish it from FOSTER). Also, any of the standard PigCHAMP date formats may be used for event dates. All dates must be complete, regardless of the format you use. The fields of a date may be separated by blanks, hyphens (-), periods (.), or back slashes (/); alternatively, the date can be compressed into six characters (100196) with no separation.

Data Entry Reference List – Sow/Boar Events

The following is a list of PigCHAMP events used in sow/boar records. Event names are listed in alphabetical order. A description of what to enter in the fields for the events is also included. You must enter valid data in all required fields; optional fields may be left blank.

ABORTION — Records an abortion.

ID; DATE; EVENT
Example **R123; 8/31/96; AB**

AI — Records Artificial Insemination.

ID; DATE; EVENT; BOAR ID; TECHNICIAN; HOUR
Example **R123; 8/31/96; AI; W44; JOE; 0600**

BOAR IN — Records the date a boar entered the breeding pen (for farms using pen mating).

ID; DATE; EVENT; BOAR ID; OBSERVER; HOUR
Example **R123; 8/31/96; BI; W44; JOE; 0600**

(The Boar In Event is required for boar records.)

BOAR OUT — Records the date a boar left the breeding pen (for farms using pen mating).

ID; DATE; EVENT
Example **R123; 8/31/96; BO**

CONDITION — Records a condition score for a sow, boar, or gilt.

ID; DATE; EVENT; SCORE; WEIGHT; BACKFAT
Example **R123; 8/31/96; CO; 20; 150; 5**

DISEASE — Records a disease in a sow, boar, or gilt.

ID; DATE; EVENT; DISEASE
Example **R123; 8/31/96; DI; ABSCESS**

A list of all diseases can be found in the Appendix at the end of this volume.

ENTER — Records the date a sow or gilt entered the breeding herd.

ID; DATE; EVENT; SEX; ENTRY PARITY; TRUE ENTRY DATE
Example **R123; 8/31/96; EN; FEMALE; 1;Y/N**

The default parity number is 0.

FARROW — Records a farrowing.

ID; DATE; EVENT; BORN ALIVE; STILL BORN; MUMMIES; TOTAL WEIGHT; LITTER ID; INDUCED; ASSISTED; BARN; ROOM; PEN
Example **R123; 8/31/96; FA; 10; 0; 2; 25; A408; 0; NO; ALLG; 1; A**

NOTE: Any blanks entered in a required field (not litter weight) are stored as zeros. If the litter weight is left blank, the litter is not counted in the calculation for average birth weight.

FOSTER — Records pigs moved from one lactating sow to another.

ID; DATE; EVENT; PIGLETS (+/-); REASON
Example **R123; 8/31/96; FO; +3; LITTER SIZE**

For the number of piglets fostered on/off, you must enter the data with a (+) or (-) preceding the number of fosters. Reasons include: Litter Size, Pig Weight and Poor Sow.

GENERAL — Records a comment or undefined event in a Group or Location Record. General Events are not used in PigCHAMP calculations, but do appear on History Reports. The maximum length of the comment field is 20 characters.

ID; DATE; EVENT; TYPE; COMMENT
Example **R123; 8/31/96; GE; FLAG; RECALCITRANT**

GROUP — Assigns a sow to a Breeding Group.

ID; DATE; EVENT; GROUP ID
Example **R123; 8/31/96; GR; AB12**

(Records a Breeding Group ID of eight characters or less.)

HEAT NS — Records a heat observed but with no service.

ID; DATE; EVENT
Example **R123; 8/31/96; HEAT NS**

LITTER WT — Records the weight of the litter at any time after farrowing and before weaning (for example, at 21 days after farrowing).

ID; DATE; EVENT; PIGLETS; TOTAL WEIGHT
Example **R123; 8/31/96; LW; 10; 30**

LOCATION — Records the location of an animal in the breeding herd. Use it to find animals from action lists and also to analyze breeding herd data (such as pig deaths) by location. The Location Event must follow the event it relates to. For example, if you use this event to record a sow's location when she enters the farrowing barn, you must enter a Location Event again after the Farrowing Event if you want to record the location related to farrowing.

ID; DATE; EVENT; BARN; ROOM; PEN
Example **R123; 8/31/96; LO; ALLG; 1; A**

LOST TAG — Closes a sow record when a sow has lost her tag and an old record cannot be connected with any active sow in the herd.

ID; DATE; EVENT
Example **R123; 8/31/96; LOST TAG**

MATING — Defines the parameters of the Mating Event.

ID; DATE; EVENT; BOAR ID; OBSERVER; HOUR
Example **R123; 8/31/96; AI; W44; JOE; 0600**

(This means the boar ID for the boar used in the mating. The boar ID specified must be defined on the PigCHAMP system.)

NOT IN PIG — Records the date a pig was found not to be pregnant after expecting her to be.

ID; DATE; EVENT

Example **R123; 8/31/96; NOT IN PIG**

NURSE ON

Records pigs moved onto a sow when a change in status is appropriate.

ID; DATE; EVENT; PIGLETS

Example **R123; 8/31/96; NURSE ON; 2**

NOTE: A Nurse On Event changes the sow's status to *lactating*.

NURSE OFF

Records pigs moved off (NURSE OFF) a sow when a change in status for the sow is appropriate.

ID; DATE; EVENT; PIGLETS

Example **R123; 8/31/96; NURSE OFF; 4**

NOTE: A Nurse Off Event changes the sow's status to weaned.

PART WEAN

Records the number and weight of pigs weaned early.

ID; DATE; EVENT; PIGLETS; TOTAL WEIGHT

Example **R123; 8/31/96; PART WEAN; 10; 60**

PIG DEATH

Records the reason a pig died before weaning.

ID; DATE; EVENT; PIGLETS; DEATH/REASON

Example **R123; 8/31/96; PD; 4; E COLI**

A list of all the Death Reasons can be found in the Appendix.

PREG EXAM

Records the result of a pregnancy test in a sow or gilt's record.

ID; DATE; EVENT; RESULT

Example **R123; 8/31/96; PREG EXAM; INCONCLUSIVE**

Your choices for results of the PREG EXAM are Positive, Negative and Inconclusive.

REMOVE

Records the removal of a sow, boar, or gilt from the breeding herd and the reason for the removal.

ID; DATE; EVENT; REMOVAL TYPE; PRIMARY REASON; SECONDARY REASON

Example **R123; 8/31/96; REMOVAL; CULL; ABSCESS; ACCIDENT**

You have a choice of four types of removal: Cull, Death, Destroyed and Transfer. A complete list of Primary and Secondary Removal Reasons can be found in the Appendix at the back of this manual.

SKIP HEAT — Records a Skip Heat Event.

ID; DATE; EVENT

Example **R123; 8/31/96; SKIP HEAT**

TO BE CULLED — Records a To Be Culled Event.

ID; DATE; EVENT; REASON

Example **R123, 8/31/96; TO BE CULLED; ABSCESS**

A complete list of reasons for this event can be found in the Appendix at the back of this manual.

TREATMENT — Records a treatment for a gilt, sow or boar in the breeding herd.

ID; DATE; EVENT; TREATMENT

Example **R123; 8/31/96; TREATMENT; XYLAZINE**

A complete list of Treatments can be found in the Appendix at the back of this manual.

WEAN — Records a Wean Event.

ID; DATE; EVENT; PIGLETS; TOTAL WEIGHT

Example **R123; 8/31/96; WEAN; 10; 60**

NOTE: Any blanks entered in the required field are stored as zeros. Blanks in the weight field are included in average weaning weight calculations. If you enter a weight, make sure you enter the total weight for all pigs weaned (for example, do not enter 10 pigs weaned and the total weight for eight pigs).

HEADER — Header information includes biographical data about the animals in your herd. All of the fields in HEADER information are optional; that is, PigCHAMP does not require this information in order to run. However, HEADER information may be important to you and the way you collect and record information about your herd.

The header input line or input command is not an event, and thus has a different input format syntax. The first difference is that there is NO EVENT DATE. The syntax when all fields are present is:

ID; HEADER; BIRTH DATE; GENETICS; ORIGIN:ALT ID; SIRE, DAM

Additional information can be recorded with a second header line:

ID; HEADER2; BACKFAT DATE; BACKFAT; MATURE WEIGHT, PAT. GRAND SIRE; PAT. GRAND DAM; MAT. GRAND SIRE; MAT. GRAND DAM; USER ITEM 1; USER ITEM 2

Group/Location Entry

The process of Batch Data Entry for Group and Location Data is the same as that for Sow/Boar Data. You select Batch Data Entry from the UTILITIES menu. Once you are in the BATCH DATA ENTRY menu, select Group Data or Location Data and press <Enter>. The list of Batch Data Entry Variables for Group Data and Location Data are virtually identical. However, the list of Group/Location Data Entry variables are different from the Sow/Boar Data variables; their format and definitions are listed below in the Reference List.

Batch Data Entry Reference List - Group/Location Events

The following is a list of PigCHAMP events used in Group/Location Data records. A special note is made for those events that are specific to Group Data Entry only and to Location Data Entry only. All the events are listed in alphabetical order. A description of what to enter in the fields for the events is also included. Fields that are left blank must still be separated from other fields by a semi-colon (;).

NOTE: Note that the first three fields of batch data entry for Group Records always begins with: **ID; DATE; EVENT.**

Also, note that the first five fields of batch data entry for Location Records always begin with: **barn; (room); (pen); date; event.** The fields for "room" and "pen" are in parentheses because they are optional fields. If your hog operation records do not include a room or pen location, you may leave these fields blank. *However, you are still required to separate the blank data fields with semi-colons (;) for batch data entry. Failure to do this will result in improperly formatted data files.*

BACKFAT — Records the average amount of backfat for a given number of pigs.

ID; DATE; EVENT; PIGS; AVERAGE BACKFAT

Group Example **R123; 10/31/96; BACKFAT; 5; 60**

BARN; ROOM; PEN; DATE; EVENT; PIGS; AVERAGE BACKFAT
Location Example **OLD; ; ; 10/31/96; BACKFAT; 5; 60**

BEGIN GROUP **Use for Group Records only!** Begins a group by giving it a start date and location.

ID; DATE; EVENT; BARN; ROOM; PEN
Group Example **R123; 10/31/96; BEGIN GROUP; ALLG;;**

BEGIN LOC **Use for Location Records only!** Begins a location by giving it a starting data and an inventory (number and weight).

BARN; ROOM; PEN; DATE; EVENT; INVENTORY; INVENTORY WEIGHT
Location Example **ALLG; S; NN; 10/31/96; BEGIN LOC; 5; 100**

BOARS IN **Used for Location Records only!** Recorded in a breeding location to indicate the transfer of breeding boars from a growing group or Location Record.

BARN; ROOM; PEN; DATE; EVENT; PIGS; TOTAL WEIGHT; SOURCE BARN; SOURCE ROOM; SOURCE PEN
Location Example **BR; ; ; 10/31/96; BOARS IN; 5; 100; FA; ;**

BOARS OUT Recorded in a growing group or Location Record to indicate the transfer of breeding boars to a breeding location.

ID; DATE; EVENT; PIGS; TOTAL WEIGHT
Group Example **R123; 10/31/96; BOARS OUT; 5; 100**

BARN; ROOM; PEN; DATE; EVENT; PIGS; TOTAL WEIGHT; DESTINATION BARN; DESTINATION ROOM; DESTINATION PEN
Location Example **ALLG; BR; ; 10/31/96; BOARS OUT; 5; 100; FA; ;**

DEATH Records a death in a group or location for a specific reason.

ID; DATE; EVENT; PIGS; TOTAL WEIGHT; REASON; DEATH LOCATION
Group Example **R123; 10/31/96; DEATH; 5; 100; ABSCESS; FA ; ;**

BARN; ROOM; PEN; DATE; EVENT; PIGS; TOTAL WEIGHT; REASON; DEATH LOCATION

Location Example **ALLG; ; ; 10/31/96; DEATH; 5; 100; ABSCESS; FA; ;**

DESTROYED — Records the number, weight, and reason animals were destroyed (group or Location Records).

ID; DATE; EVENT; PIGS; TOTAL WEIGHT; REASON; LOCATION

Group Example **R123; 10/31/96; DESTROYED; 5; 100; ACCIDENT; FA; ;**

BARN; ROOM, PEN, DATE; EVENT; PIGS; TOTAL WEIGHT; REASON; LOCATION

Location Example ALLG; FL; SS; 10/31/96; DESTROYED; 5; 100; ACCIDENT; FA; ;

END GROUP — Used for Group Records only! Closes the group record when the group inventory reaches zero and renders the group inactive. No data fields.

ID; DATE; EVENT

Group Example **R123; 10/31/96; END GROUP**

EXPENSE — Records an expense allocated to a specific group or location.

ID; DATE; EVENT; ACCOUNT; AMOUNT

Group Example **R123; 10/31/96; EXPENSE; HEALTH BIOLOGICAL; 5.00**

Location Example BARN; ROOM; PEN; DATE; EVENT; ACCOUNT; AMOUNT

ALLG; FA; NN; 10/31/96; EXPENSE; HEALTH BIOLOGICAL; 5.00

FEED IN — Records the amount and cost of feed ground and delivered to a group or location.

ID; DATE; EVENT; FEED ID; WEIGHT; TOTAL COST

Group Example **R123; 10/31/96; FEED IN; LYSINE; 20; 100.00**

BARN; ROOM; PEN; DATE; EVENT; FEED ID; WEIGHT; TOTAL COST

Location Example **FA; ; ; 10/31/96; FEED IN; LYSINE; 20; 100.00**

FEED INV — The total amount of feed on hand, in storage bins, bulk storage ... etc., for a group or location.

ID; DATE; EVENT; FEED ID; WEIGHT; TOTAL COST

Group Example **R123; 10/31/96; FEED INV; LYSINE; 100; 200.00**

BARN; ROOM; PEN; DATE; EVENT; FEED ID; WEIGHT; TOTAL COST

Location Example **FA; GR; SS; 10/31/96; FEED INV; LYSINE; 100; 200.00**

FEED OUT — Records the amount of feed remaining and weighed back after a location has been vacated or a group has finished. This event is for producers who weigh back unused feed for more precision.

ID; DATE; EVENT; FEED ID; WEIGHT; TOTAL COST
Group Example **R123; 10/31/96; FEED OUT; LYSINE; 100; 200.00**

BARN; ROOM; PEN; DATE; EVENT; FEED ID; WEIGHT; TOTAL COST
Location Example **FA; ; ; 10/31/96; FEED OUT; LYSINE; 100; 200.00**

GENERAL — Enters a comment or undefined event. General events are not used in PigCHAMP calculations, but they are listed in History Reports.

ID; DATE; EVENT; TYPE; COMMENT
Group Example **R123; 10/31/96; GENERAL; FLAG; RUPTURES**

BARN; ROOM; PEN; DATE; EVENT; TYPE; COMMENT
Location Example **ALLG; ; ; 10/31/96; GENERAL; FLAG; COUGHING**

ID; DATE; EVENT
Group Example **R123; 10/31/96; END GROUP**

GILTS IN — **Used for Location Records only!** Recorded in a breeding location to indicate the transfer of breeding gilts from a growing group or Location Record into the breeding location.

BARN; ROOM; PEN; DATE; EVENT; PIGS; TOTAL WEIGHT; SOURCE BARN; SOURCE ROOM; SOURCE PEN
Location Example **FA; ; ; 10/31/96; GILTS IN; 5; 100; RED; ;**

GILTS OUT — Recorded in a growing group or Location Record to indicate the transfer of breeding gilts into a breeding location.

ID; DATE; EVENT; PIGS; TOTAL WEIGHT
Group Example **R123; 10/31/96; GILTS OUT; 5; 100**

BARN; ROOM; PEN; DATE; EVENT; PIGS; TOTAL WEIGHT; DESTINATION BARN; DESTINATION ROOM; DESTINATION PEN
Location Example **FA; GR; NN; 10/31/96; GILTS OUT; 5; 100; RED; ;**

GRADE — The grade assigned to pigs in this group or location.

ID; DATE; EVENT; PIGS; GRADE

Group Example **R123; 10/31/96; GRADE; 50; 1**

BARN; ROOM; PEN; DATE; EVENT; PIGS; GRADE

Location Example **RED; ; ; 10/31/96; GRADE; 50; 1**

INCOME

Record income from two sources: 1) income generated by sales, 2) income generated by group or location.

ID; DATE; EVENT; ACCOUNT; AMOUNT

Group Example **R123; 10/31/96; INCOME; CONTRACT, FAR/FIN; 100.00**

BARN; ROOM; PEN; DATE; EVENT; ACCOUNT; AMOUNT

Location Example **RED; BR; SS; 10/31/96; INCOME; CONTRACT, FAR/WN; 100.00**

INDEX

Records the marketing index for a group of marketed pigs. This index is recorded as a separate event following a Sales Event.

ID; DATE; EVENT; PIGS; AVERAGE INDEX

Group Example **R123; 10/31/96; INDEX; 5; 10**

BARN; ROOM; PEN; DATE; EVENT; PIGS; AVERAGE INDEX

Location Example **RED; ; ; 10/31/96; INDEX; 5; 10**

MOVE IN

Records the movement of a number of pigs into a group or location from another group or location on the same farm.

ID; DATE; EVENT; PIGS; TOTAL WEIGHT; SOURCE GROUP ID

Group Example **R123; 10/31/96; MOVE IN; 5; 100; LARGE**

BARN; ROOM; PEN; DATE; EVENT; PIGS; TOTAL WEIGHT; SOURCE BARN; SOURCE ROOM; SOURCE PEN

Location Example **RED; ; SS; 10/31/96; MOVE IN; 5; 100; OLD; ;**

MOVE OUT

Records the movement of a number of pigs out of a group or location when the pigs stay on the farm.

ID; DATE; EVENT; PIGS; TOTAL WEIGHT; DESTINATION GROUP ID

Group Example **R123; 10/31/96; MOVE OUT; 5; 100; PORKERS**

BARN; ROOM; PEN; DATE; EVENT; PIGS; TOTAL WEIGHT;

	DESTINATION BARN; DESTINATION ROOM; DESTINATION PEN
Location Example	**RED; ; NN; 10/31/96; MOVE OUT; 5; 100; OLD; ;**
NEW LOC	**Used for Group Records only!** Records the movement of a group from one location to another.
	ID; DATE; EVENT; PIGS; TOTAL WEIGHT; NEW BARN
Group Example	**R123; 10/31/96; NEW LOC; 5; 100; OLD**
PIG INV	Used to record the total weight of all the pigs in a group or Location Record on a particular date.
	ID; DATE; EVENT; INVENTORY; INVENTORY WEIGHT
Group Example	**R123; 10/31/96; PIG INV; 100; 1000**
	BARN; ROOM; PEN; DATE; EVENT; INVENTORY; INVENTORY WEIGHT
Location Example	**RED; GR; PB; 10/31/96; PIG INV; 100; 1000**
PURCHASE	Records feeder pigs and breeding animal purchases.
	ID; DATE; EVENT; PURCHASE TYPE; PIGS; TOTAL WEIGHT; TOTAL COST; ORIGIN
Group Example	**R123; 10/31/96; PURCHASE; WEANER PIG; 10; 100; 500; ARMOUR**
	BARN; ROOM; PEN; DATE; EVENT; PURCHASE TYPE; PIGS; TOTAL WEIGHT; TOTAL COST; ORIGIN
Location Example	**RED; ; NN; 10/31/96; PURCHASE; WEANER PIG; 10; 100; 500; ARMOUR**
REMOVAL	Records pigs moved from a group or location, due to reasons other than sales or deaths, such as transfers to other operations.
	ID; DATE; EVENT; PIGS; TOTAL WEIGHT; REMOVAL TYPE
Group Example	**R123; 10/31/96; REMOVAL; 10; 100; BUTCHERED**
	BARN; ROOM; PEN; DATE; EVENT; PIGS; TOTAL WEIGHT; REMOVAL TYPE
Location Example	**RED; FI; WW; 10/31/96; REMOVAL; 10; 100; BUTCHERED**

SALES	Records pigs sold off the farm.
	ID; DATE; EVENT; SALES TYPE; PIGS; TOTAL CARCASS WEIGHT; TOTAL LIVE WEIGHT; GROSS RECEIPTS; DIRECT/BUY STATION; DESTINATION
Group Example	**R123; 10/31/96; SALES; CULL SOW; 10; 100; 120; 300; DIRECT; FARM**
	BARN; ROOM; PEN; DATE; EVENT; SALES TYPE; PIG; TOTAL CARCASS WEIGHT; TOTAL LIVE WEIGHT; GROSS RECEIPTS; DIRECT/BUY STATION; DESTINATION
Location Example	**RED; CU; NN; 10/31/96; SALES; CULL SOW; 10; 100; 120; 300; DIRECT; FARM**
TREATMENT	Records a treatment given to pigs in a group or location.
	ID; DATE; EVENT; TREATMENT; COST
Group Example	**R123; 10/31/96; TREATMENT; ALCOHOL; 100**
	BARN; ROOM; PEN; DATE; EVENT; TREATMENT; COST
Location Example	**RED; ; ; 10/31/96; TREATMENT; ALCOHOL; 100**
WEANED IN	Records weaned pigs entering the nursery/grow/finish system. This should only be used to enter weaned pigs.
	ID; DATE; EVENT; PIGS; TOTAL WEIGHT; AVERAGE AGE
Group Example	**R123; 10/31/96; WEANED IN; 100; 40**
	BARN; ROOM; PEN; DATE; EVENT; PIGS; TOTAL WEIGHT; AVERAGE AGE
Location Example	**RED; GR; ; 10/31/96; WEANED IN; 100; 40**
YIELD	Percent yield for pigs marketed.
	ID; DATE; EVENT; PIGS; YIELD
Group Example	**R123; 10/31/96; YIELD; 10; 30**
	BARN; ROOM; PEN; DATE; EVENT; PIGS; YIELD
Location Example	**RED; ; ; 10/31/96; YIELD; 10; 30**

Feed Data Entry Events - Batch Data Entry

The process of Batch Data Entry for Feed Record Data is the same as that for Sow/Boar Data and Group Data. You select Batch Data Entry from the UTILITIES menu. Once you are in the BATCH DATA ENTRY menu, select Feed Data and press <Enter>. The screen that appears is identical to the screen for the Sow/Boar and Group batch data entry procedure. However, the list of Feed Data variables are unique, and their format and definitions are listed below.

Batch Data Entry Reference List -- Feed Data

The following is a list of PigCHAMP events used in Feed Data records. Event names are listed in alphabetical order. A description of what to enter in the fields for the events is also included. You must enter valid data in all required fields; optional fields may be left blank.

BEGIN FEED	Records the total weight of the beginning feed inventory.
	ID; DATE; EVENT; BEGIN INV; COST;
Example	**FASTGRO; 10/31/96; BEGIN FEED; 100; 300**
IN	Records the weight of the feed added to the inventory.
	ID; DATE; EVENT; WEIGHT; COST
Example	**FASTGRO; 10/31/96; IN; 500; 300**
INVENTORY	Records the total weight of the feed in the inventory.
	ID; DATE; EVENT; WEIGHT; COST
Example	**FASTGRO; 10/31/96; INVENTORY; 600; 600**
OUT	Records the weight of the feed removed from the inventory.
	ID; DATE; EVENT; WEIGHT; COST
Example	**FASTGRO; 10/31/96; OUT; 50; 100**
REMOVE	Records a feed ID that is being removed from the inventory list.
	ID; DATE; EVENT
Example	**FASTGRO; 10/31/96; REMOVE**
USE	When a Feed In Event is recorded in a group or Location Record, a corresponding Use Event is recorded in this data field.

LARGE WHITE	L W, LW
LIESKE	
MIDDLE WHITE	M W, MW
PIC BLACK LINE	
PIC CAMBOROUGH	
PIC CAMBOROUGH 15	
PIC CAMBOROUGH BLUE	
PIC H-Y	
PIC L24	
PIC L26	
PIC L31	
PIC L33	
PIETRAIN	
POLAND CHINA	PC
SADDLEBACK	SB
SPOT	
TAMWORTH	
WELSH	
YORKSHIRE	YORK

In your current version of PigCHAMP, run a List IDs report for all of your sows and boars, and respond YES to the "Include header details" option. Check through the Genetics IDs that you used. If your Genetics IDs are *not* in the list on these pages, you will need to add them to the dictionary.

If you have your own synonyms for any of the names that are already on the list (for example YK for YORKSHIRE, or HMP or HAMPSHIRE), you can add these as synonyms, and they will be converted to appear as the full Genetics name on the sow record.

Origins

There is no predefined list of Origins, so if you want to convert the Origins from your old data file, you will need to add them to the Dictionary as new items, in same manner.

Treatments

PigCHAMP 4.0, contains the following predefined list of Treatment IDs:

ACEPROMAZINE	ALCHOHOL
ALTRENOGEST	AMIKACIN
AMITRAZ	AMMONIUM CHLORIDE
AMOXICILLIN	AMPICILLIN
AMPROLIUM	ANALGESIC/ANTIPYRETIC/ANTIHIST
ANTIMICROBIALS	ANTIPROTOZOALS/COCCIDIOSTATS
APRAMYCIN	ARSENILIC ACID
ASP 250	AZAPERONE
AZIMYCIN,DEXAMYCIN,DEXABIOTIC	BACITRACIN
BETAMETHAZONE	BUTAZOLIDONE
CALCIUM BOROGLUCONATE	CARBADOX
CARBENICILLIN	CATEGORY COMBINATIONS
CEFTIOFUR	CEPHALOTHIN
CHLORAMPHENICOL	CHLORHEXADINE
CHLORPHENIRAMINE MALEATE	CHLORTETRACYCLINE
CITRIC ACID	CLOPROSTINOL
CLOSTRIDIUM BCD ANTITOXIN	CLOSTRIDIUM C ANTITOXIN
CORTICOSTEROIDS	CSP 250
DECOQUINATE	DEXAMETHAZONE
DICHLORVOS	DIHYDROSTREPTOMYCIN
DIMETRIDAZOLE	DINOPROST TROMETHAMINE
DIPYRONE	DISINFECTANTS
DOXYCYCLINE	E. COLI ANTITOXIN
ELECTROLYTES	ENROFLOXACIN

EPINEPHRINE
ERYSIPELAS-STREP ANTISERUM
ESTRADIOL
FENBENDAZOLE
FLUNIXIN MEGLUMINE
FOA 390
FUMARIC ACID
FUROSEMIDE
GLEPTOFERRAN
HCG
HYDRALAZINE
INNOVAR
IPRONIDAZOLE
ISOFLUPREDONE ACETATE
KANAMYCIN
LH
LINCOMYCIN
MALATHION
NA ARSENILATE
NEOMYCIN
NEOTERRA
NITROFURAZONE
OTHER NUTRITIONAL
OXYTOCIN
PENICILLIN
PENTHION
PHTHALAMIDE
PMSG
POLYMYXIN B
PROGESTERONE
PRV ANTISERUM
PURGATIVE
RONIDAZOLE
ROXARSONE
SELENIUM
SPECTINOMYCIN
STREPTOMYCIN
SULFADIMEDINE
SULFAETHOXYPRIDAZINE
SULFASOXIZOLE
TESTOSTERONE
TGE ANTISERUM
THIAMINE HCL
TRANQUILIZERS/ANESTHETICS
TRIPLE SULFA
TYLOSIN
VIRGINIAMYCIN
VITAMIN ADE
VITAMIN B12
VITAMIN E
VITAMIN K
XYLAZINE
ERYSIPELAS ANTISERUM
ERYTHROMYCIN
ESTROGEN
FENPROSTALINE
FOA 290
FSH
FURAZOLIDONE
GENTAMICIN
GNRH
HORMONES
HYGROMYCIN B
IODINE
IRON DEXTRAN
IVERMECTIN
LEVAMISOLE
LIDOCAINE
LINCOMYCIN-SPECTINOMYCIN
MONENSIN
NA IODIDE
NEOSTIGMINE
NIACIN
OTHER
OXYTETRACYCLINE
PARASITACIDES
PENICILLIN/DIHYDROSTREPTOMYCIN
PHENYLBUTAZONE
PIPERAZINE
PMSG-HCG
PREDNISOLONE
PROMAZINE HCL
PST
PYRANTEL TARTRATE
ROTAVIRUS ANTISERUM
SALINE
SERA/ANTI-SERA/TOXINS/BODIES
STREP ANTISERUM
SULFACHLORPYRIDAZINE
SULFADIMETHOXINE
SULFAMETHAZINE
SULFATHIAZOLE
TETRACYCLINE HCL
THIABENDAZOLE
TIAMULIN
TRIMETHOPRIM-SULFA
TYLAN-SULFA
VACCINES/BIOLOGICALS
VITAMIN AD, B12
VITAMIN B-COMPLEX
VITAMIN C
VITAMIN E/SELENIUM
VITAMINS/MINERALS

If your Treatment names are *not* in the list on these pages, then you will need to add them to the dictionary - refer to Chapter 7 in the *Getting Started* manual for instructions on how to add items to the dictionary lists. During the conversion procedure, the program will recognize only the *exact* spellings (including spaces, hyphens, etc.) of these names or their synonyms.

Grades

There is no predefined list of Grades, so if you want to convert the Grade information from your old data file, then you will need to add them to the Dictionary as new items, in same manner.

Important Information About the Data Dictionary

Genetics and Origin information is stored with the other dictionary lists in the Data Dictionary file (called ENGLISH.DD or SPANISH.DD depending on which language you are running in the PigCHAMP program). Whenever you add an item, it is given an internal reference number, and whenever you use that new item in data entry (e.g., a new genetics ID), the program stores the data using the reference number. The reference numbers for the items you add start at 2000 and go up in order (2001, 2002, etc.). Whenever you make a backup of the farm data files using the PigCHAMP backup procedure, your current Data Dictionary file(s) are backed up as well, including the new items with their reference numbers. Whenever you restore a farm from a PigCHAMP program backup, you have the option of restoring the Dictionary file(s) as well.

Transferring Data Between Computers

Your PigCHAMP program has one dictionary, and all the farms on your computer use that same dictionary and the same reference numbers for newly added items. For example, if you add "Joe's Gilts" as an Origin and the program gives it a reference number of 2001, then whenever you use "Joe's Gilts" again (regardless of which farm you are working in), the program will store it as 2001. Similarly, if you put in "Ken's Gilts" and the program gives it a reference number of 2002, then all future uses of "Ken's Gilts" are stored as 2002.

On a second computer, if "Ken's Gilts" is added first, it will have a reference number of 2001 in the computer's dictionary. So, if you take a farm off the second computer and put it onto the first computer, any sows entered with the Origin of "Ken's Gilts" will show up with "Joe's Gilts" as their Origin. To avoid this:

1. Only *enter* data on one computer.

or

2. Keep a unique set of farms on one computer, and another unique set on the other computer, and *never* transfer data between them.

or

3. Whenever you add or edit items in the Data Dictionary, make *exactly* the same changes in *exactly* the same sequence on both computers. This is very difficult and not recommended.

or

4. Only *enter dictionary changes* on one computer, and copy the Data Dictionary file to your second computer as soon as possible. In other words, designate one computer as the one on which you make changes. Do not allow dictionary changes on any other computer.

or

5. If you are *receiving* data from another computer, use the option in the Restore Farm procedure to restore the Data Dictionary as well. If you do this, you must be sure to have made a backup of your own Data Dictionary beforehand, and restore it again when you are done.

Multiple Languages

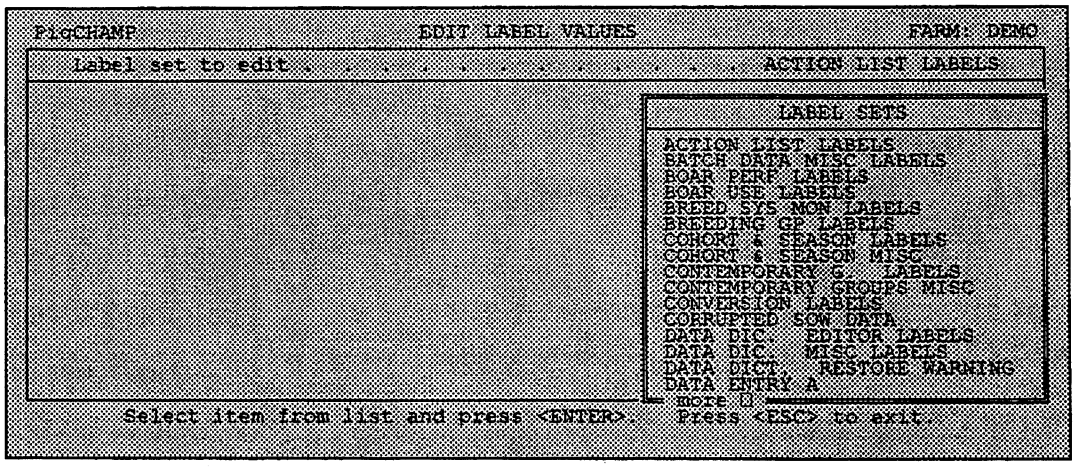
If you want to use more than one language and are changing back and forth between languages in the program, then you *must* use option 3 above. That is, you must make exactly the same changes in *exactly* the same sequence to all language dictionaries. Once again, this is very difficult to maintain, and we recommend that if at all possible, choose one language and stay with it. Don't change back and forth.

Edit Label Values

The Edit Label Values option on the UTILITIES menu lets you customize the row and column headings that appear on all PigCHAMP reports. This is especially useful if you want to relabel existing columns or rows. In the case of non-English language users, the Edit Label Values option also lets you edit the existing French, Spanish or English text and substitute a more regional vocabulary that might make the reports more comprehensible. *However, we strongly discourage you from using this feature as a method of converting from the English language version of PigCHAMP to the language of your choice. Do not use the edit label values feature as a language conversion text editor. There is no provision for transporting user-altered text into future versions of PigCHAMP.*

To use the option, select Edit Label Values from the UTILITIES menu and press <Enter>. Once the EDIT LABEL VALUES screen appears, press <F1> to view the pop-up window of available label sets, as shown:

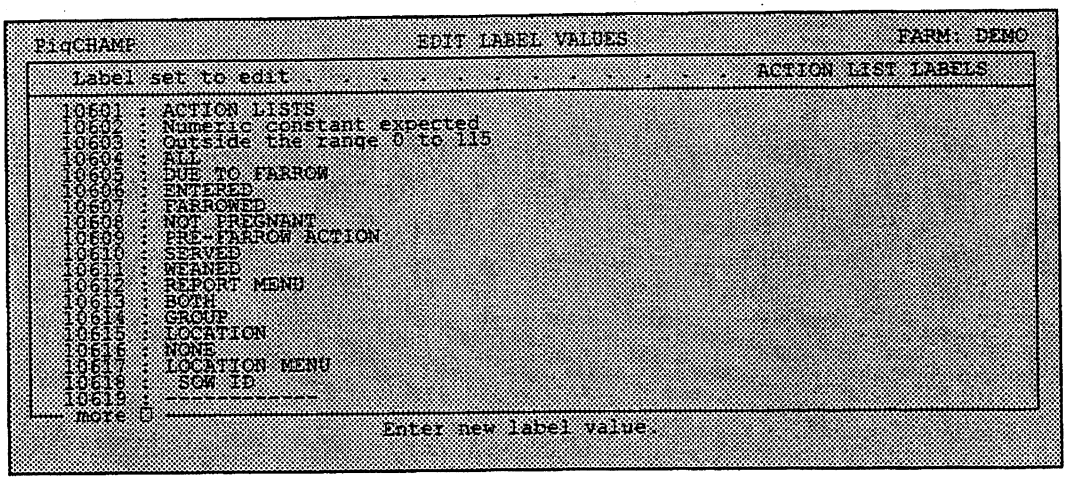
EDIT LABEL VALUES Screen



There are more than 100 label sets available for you to edit, if you choose. Use the <↓> and <↑> keys to move through the list until you find the label set you wish to edit. Use the cursor to highlight the selection, then press <Enter> and <Insert> to view the labels contained in the selection.

An example may be of some help to you at this point. Let's assume you wish to edit the ACTION LIST LABELS. Select ACTION LIST LABELS from the pop-up list, press <Enter> then <Insert>. You will see the following screen:

EDIT LABEL VALUES - Action List Labels



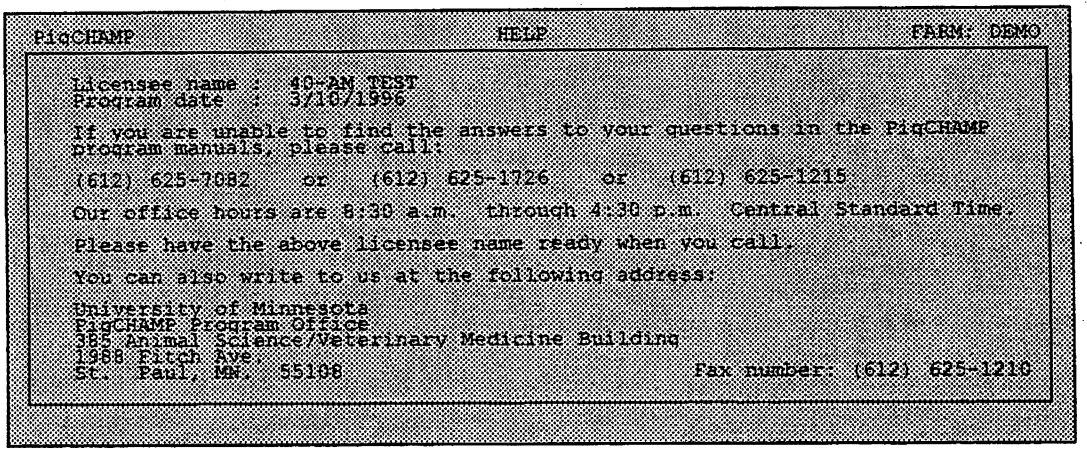
The numbers in the left column refer to the code number in the PigCHAMP program. These numbers cannot be edited. However, all the text can be edited. To understand exactly what you are editing, it is recommended you run an Action List Report (see the *Reports* volume of this manual set for more information) to see what you are about to edit. It is much easier to follow the changes you will make if you have a copy of the report in hand.

When you have finished making changes, press <INS> to save your changes. Then press <Esc> to exit Edit Label Values.

NOTE: If you do not press <INS>, your changes will not be saved.

Using the Help Feature

To access the HELP screen, select Utilities from the BASE MENU, then select Help from the UTILITIES menu. The HELP screen, shown below, is self-explanatory. It summarizes the phone numbers and address information you need to contact the PigCHAMP technical support staff for information about the program.

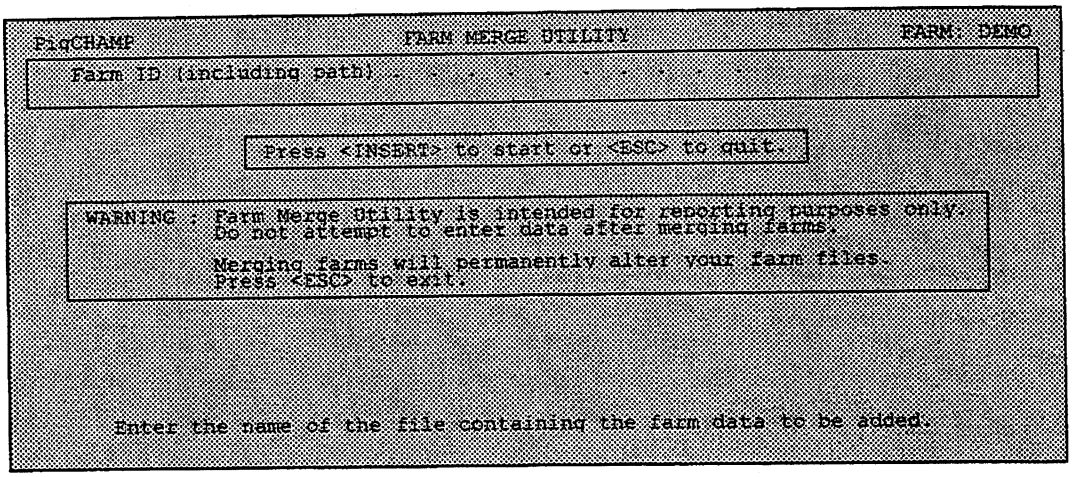


Merge Files

The MERGE FILES feature lets you combine separate farm data files into one "super file." This lets you run PigCHAMP reports on the combined data so you can chart the performance of all your herds combined. This feature is especially useful for several types of PigCHAMP users, in particular, service bureaus, user groups and producers with several farms in their operations. A service bureau may want to merge all the data files of the farms on their system to generate a series of monthly reports on the collective performance of their members' herds. User groups may want to combine their separate farm data files so they observe the performance of the group's herds simultaneously. An individual producer with five separate farms may want to perform a MERGE FILES operation on a bimonthly basis to keep track of breeding herd performance on all the farms collectively.

MERGE FILES Screen

From the BASE MENU, select Utilities and press <Enter>. From the UTILITIES menu, select Merge Files and press <Enter>. You will see the following screen:



Farm ID (Including Path)

At this option, you should enter the Farm ID (the name of the farm data file) you wish to merge INTO the file you are currently working with. You can identify the name of the current farm data file by observing the name in the upper right hand corner of your screen.

However, please take note of the following instructions. You must follow them exactly or you run the risk of permanently altering your farm data files. This could have disastrous consequences if you do not have current backup copies of the data files.

Before you run the MERGE FILES feature, you must use the CREATE FARM routine to make a *brand new farm.* Once you have created the new farm, you can merge your existing farm data files into the new farm. Just make sure the file name that appears in the upper right hand corner of your screen is the name of your newly created farm and NOT one of your farm data files.

Here is an example to illustrate the procedure. Suppose you have three farms named Farm A, Farm B and Farm C, and you want to merge all three farms together so you can run a Performance Monitor Report on the combined herd data from the three farms. The first thing you would do is to CREATE a new farm, called FARM ABC. FARM ABC would be the new farm into which you would merge Farm A, Farm B and Farm C. Once you have merged all three farms into FARM ABC, you could run the Performance Monitor Report using FARM ABC as the farm data file. Your original farm data files, Farm A, Farm B and Farm C, are not affected by this operation.

Once you have run the reports you need using the merged farm data file, we strongly recommend you delete this file from your PigCHAMP directory. You should not work with the data in the merged file.

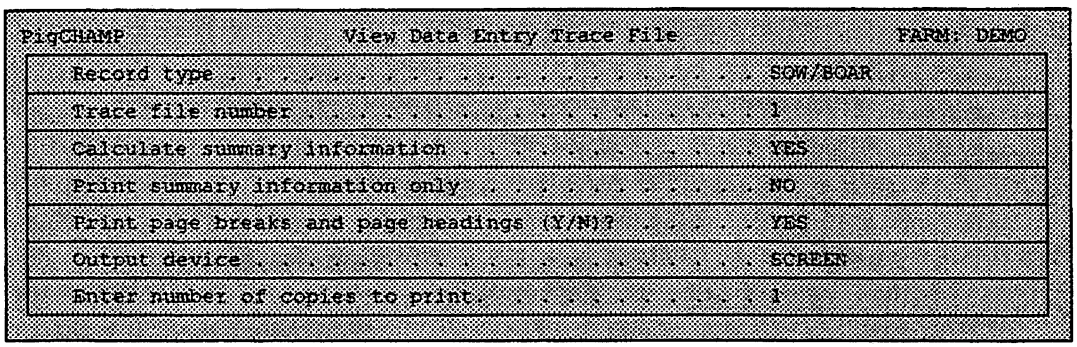
NOTE: If any ID is duplicated among the component forms, PigCHAMP may give inaccurate results.

View Trace Files

The VIEW TRACE FILES feature permits you to view the data you have just entered into a data record. The data records include Feed, Group, Location, Ration and Sow/Boar. Use this feature to make sure the PigCHAMP program has saved all of the data you have entered. The trace files are written to the \PC4 directory and are given the same name you gave your farm with a ".TS1" extension. The number following ".TS_" stands for the trace file number.

VIEW TRACE FILES Screen

From the BASE MENU, select Utilities and press <Enter>. Then select View Trace Files and press <Enter>. You will see the following screen:



Record Type

This option lets you view the trace file for a specific record. Using the <F1> key, select the record type you want.

Trace File Number

This option lets you specify the number of the trace file you wish to view. The Trace File system stores the data of one data entry session at a time, up to a limit of nine trace files.

Calculate Summary Information

You can choose YES or NO for this option. This option calculates summary information for the data entry session that has been saved in the trace file. If you choose YES, the summary information would tally the total number of events entered in the trace file, including the types of events. For example, let's say you entered 20 events during your data entry session. The summary information would break down the data entry session to include: five Farrowing Events, three Enter Events, 10 Weaned Events and two Abortion Events. If you choose NO for this option, no summary information will be calculated.

Print Summary Information Only

You can choose YES or NO for this option. This option prints only the summary information calculated in the previous option, provided you selected YES for the Calculate Summary Information Only option. The entire Trace File will not be displayed, only the summary information for the file.

Print Page Breaks and Page Headings

You can choose YES or NO for this option. If you answer YES, the Trace File will be printed in a format that resembles a report, with top and bottom margins and headings on each page. This vastly improves readability of the Trace File. If you answer NO, the Trace File will be printed with data running right to the end of the page, with no headings or indications to you that a new page has been reached. If you intend to print your data file and save it for future reference, we recommend you answer YES to this option and choose the formatted version of the Trace File.

Output Device

This option lets you choose the Output Device where you want the Trace File to be sent. Press <F1> to choose from the screen, printer or ASCII file and make your selection. If you want the Trace File to be saved to an ASCII file, type the file name at the prompt.

Enter Number of Copies to Print

Enter the number of copies of the Trace File you want printed.

Section 3.3: Entering Data

What Is Data Entry?

This section tells you how to enter data into PigCHAMP once you have collected it. The Data Entry Record procedures in this chapter are discussed in order of importance; that is, the order in which you should enter data during a typical data entry session (Sow/Boar Records first, then Feed Records, Ration Formulations, Location Records and Group Records). This would include starting a herd on PigCHAMP, as well as routine data entry for existing herds. Also included are instructions for deleting records once you have entered them.

Before attempting to enter any data into the PigCHAMP program, make sure you know which Record types (Sow/Boar, Group, Location, Feed or Ration Formulations) and Events (Farrow, Mating, Wean, etc.) you will use to enter the data. The discussions in this chapter should help you answer any questions you may have in this regard. Each Data Entry Record is explained in detail using typical data entry examples and pictures of actual data entry screens, as they appear on your computer.

NOTE: If you are entering data into the PigCHAMP program for the first time, please read Chapter 2, *Collecting Data*, which shows you the type of data you will need to collect in order to follow the procedures outlined in this chapter. To become as efficient as possible while entering data, it is essential that you first read and understand the chapter on data collection.

Common Features of Data Entry

PigCHAMP was designed to be both powerful and easy to use. To serve these dual functions, some special features were incorporated into the program that affect the data entry process for all five record types (Sow/Boar, Group, Location, Feed and Ration Formulation). While you may choose not to take advantage of some of these features, we recommend that you become familiar with them to improve your efficiency in using the program. It is crucial that you read and understand the operation of the Add Screen and Edit Screen. These two screens directly affect your method of data entry as well as the manipulation of data once it is entered.

Key Word Abbreviations

Many of the data entry fields have predefined names. Some examples are:

- Events (Enter, Farrow, Weaned In, Purchase . . .)
- Reasons (reasons for the Death Event . . .)
- Types (removal types for the Removal Event . . .)
- Others (ration IDs for the Feed In Event . . .)

When you enter these items, you can abbreviate them to speed up data entry. With the cursor at the data entry field, press <F1>. A list of valid names is then displayed. Valid abbreviations for each name are shown in a separate list.

If you guessed at the abbreviation and the program did not recognize the event, reason, or type, the list is displayed on the screen. Enter the event, reason, or type again using the letters shown.

Displaying Events, Reasons and Types

Since you may not always remember all the reasons and types defined for each event, or even all the events themselves, you can prompt PigCHAMP to display a list on the screen. This feature is available in both Add mode and Edit mode.

To display the list, press <F1> at the appropriate prompt. For example, if the cursor is at the Event field, press <F1> to display a list of events. The valid synonym for each item on the list will be shown in a mini pop-up list that will automatically appear when you select that item.

The appropriate list will also be displayed if you incorrectly enter an event, reason, or type. Reference lists of events, reasons, and types for all PigCHAMP Record Types can be found in the Appendix at the end of this volume.

DATES - Partial

The data entry line retains certain information after you have entered an event. If you wish, you can use these retained entries for entering the next event.

Since information in the Date field is retained from event to event, you do not have to enter the entire date for the next event. Instead, you can type over the parts of the date that changed for the next event, and then press <Enter>. If you want to reuse the entire date, just press <Enter>.

For example, if the date retained in the Date field is 15 DEC 96 and the date of the next event is 30 DEC 96, type **30** and press <Enter>.

If the date retained in the Date field is 15 NOV 96 and the date of the next event is 15 DEC 96, type **1215** and press <Enter>.

NOTE: The order in which you enter the day and the month must be consistent with the order that you selected on the Setup screen.

DATES - Calculated

If you know how many days an event occurred before or after a specific date, you can have the program calculate the date for you. The date can be a date from entering the previous event, or you can enter a date, then specify how many days before or after that date the event occurred (plus or minus 999 days). This is quite useful if you are converting dates from a 1000-day system.

A good example is a farm that enters farrowing and weaning data at the same time. If this farm always weans its pigs 21 days after the farrowing date, the program can calculate the weaning date based on the farrowing date. Here's how it works:

- Enter the Farrow Event and specify the date.
- Enter the Wean Event for the same sow. If the weaning date is 21 days after the farrowing date, type **+21** in the Date field over the displayed date and press <Enter>. The program adds 21 days to the displayed date and enters the new date in the field.

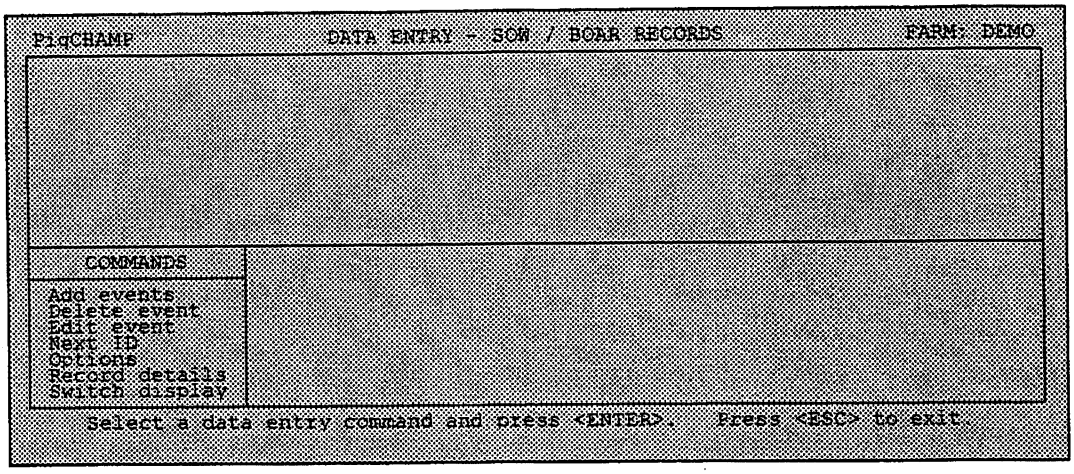
To have the program calculate a date before the displayed date, type a minus sign (-) before the number of days (for example, to enter a Mating Event after a Farrow Event, type **-115** over the farrowing date).

If the date displayed in the Date field is blank or inappropriate for calculating the new date, enter a new date and press <Enter>. Then backspace to the Date field and enter the number of days before or after the displayed date.

Data Entry -- Add and Edit Screens

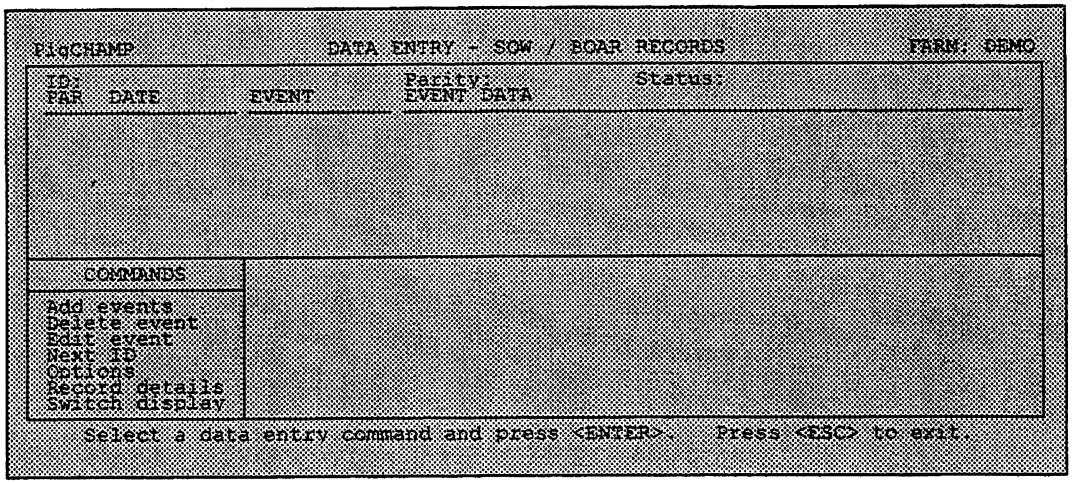
Add Screen

Once you have the DATA ENTRY menu on your screen, select Sow/Boar Records and press <Enter>. The Sow/Boar Records DATA ENTRY Add screen will appear as shown:



There are two screen display formats for data entry in the PigCHAMP program: the Add screen and the Edit Screen. The Add screen is displayed when you select Data Entry; it is shown above. To switch to the Edit screen, select Switch display in the COMMANDS menu, and press <Enter>. Your screen will appear as shown:

Edit Screen



The names Add Screen and Edit Screen simply denote the primary function of the two different formats. You can actually add or edit data in both the Add and Edit screens. The Add Screen displays added data in a simple line-by-line format; the complete animal record is not displayed. The Add Screen is a natural choice for entering data from event diaries or activity sheets, because you can enter one event after another, and events entered may be unrelated.

The Edit Screen displays each individual animal's record history on screen so that you can make changes in relation to other events in the history. Working in the Edit Screen is slower than the Add Screen, but an advantage is you can see an animal's entire record as you work on it. You can Add events, Edit events, Delete events and update the Header information in the Edit Screen. *Remember to press <INS> to save data.* We will see more of the Edit Screen later. For now, we will work in the Add Screen. Use the Switch Display command again to return to the Add Screen.

Entering Data in the Add and Edit Screens

In the Add screen, events are added line by line as they might appear on a data collection form. Consecutive events do not have to be related to one another. The animal ID you enter for each event tells the program in which record to enter the event. Several important points to remember:

- You can Add events to an animal's record in the Add screen. You can also edit these events from the Add screen (you cannot edit the entire animal record in the Add screen).

- The animal's entire record cannot be displayed while working in the Add screen. However, the data you enter into the record is displayed cumulatively in the upper half of the Add screen, with up to 11 events displayed at one time (more on this below).

- All records are updated and stored as each event is added, in the order you enter them.

In the Edit screen, you can see the animal's entire record while you are working on it. You can use the Edit screen to review the contents of individual records. Here are some important points about the Edit screen:

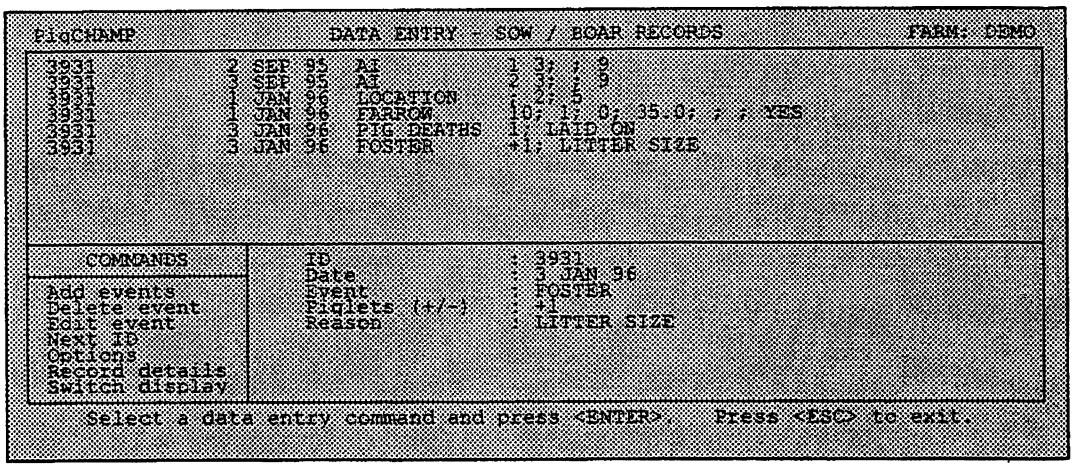
- You can both *add to* and *edit* an animal's record in the Edit screen.

- The animal's entire record is displayed in the Edit screen. This includes data that has been entered into the record in the current Add screen. The animal's past and present record is displayed in the upper half of the screen, with up to eight events displayed at one time.

The COMMANDS menu, in the lower left hand corner of the Add and Edit screens, lets you perform functions that can DELETE events, ADD events, EDIT events, view the RECORD Details, go to the NEXT ID, choose new OPTIONS and SWITCH Display between the Add screen and the Edit screen.

Let's follow the data entry process by looking at an actual Add screen with some data already entered. From the BASE MENU, highlight Data Entry and press <Enter>. The cursor will rest on the Add Events option under the COMMANDS menu. Press <Enter> to see the following screen:

Add Screen With Data Entered



The ID Field Type an animal ID and press <Enter>. Animal IDs may be up to 12 characters long and may contain letters, numbers or symbols. Blank spaces are permitted in the ID. To add the ID to a pop-up list of Sows/Boars, press the <→> key.

The DATE Field Type the date of the event that you want to enter and press <Enter>. Make sure to enter dates in the format you selected when you defined your date format during the SETUP procedure. See Chapter 1, *Getting Started*, for more information about date formats. The default date format is MMDDYY.

The EVENT Field Type the name of the event and press <Enter>. It is unlikely you will commit to memory all the events that PigCHAMP is capable of recording, so press <F1> at this field to see a pop-up list of events. Select your choice from the list and press <Enter>.

Once you have entered the ID, Date and Event name, the program will display additional fields for each event. These fields permit you to record more detailed information about each event. Enter all your data and press <Enter> at each field. Some data fields are optional. If a field is optional and you don't have access to the data, just press <Enter> or <↓> to move on to the next field.

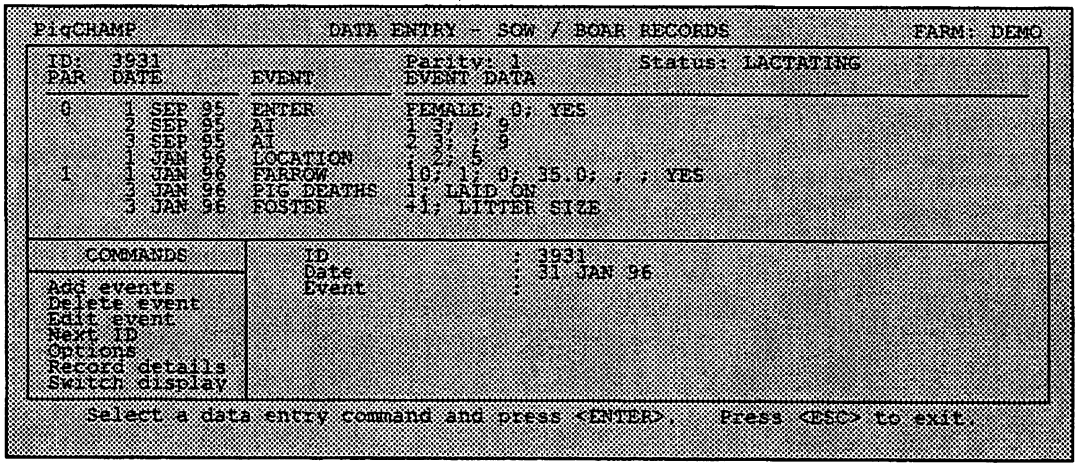
Once you have completed entering data, you must press <Insert> to save the completed data to the database. The cursor will then return to the ID field so that you can enter another event to the current record, or change the ID to retrieve another record, or enter data for a new ID. When the cursor returns to the ID field after entering an event, the ID, date, and event name from the previous event are displayed on the input line. If you want to re-use the data entered in any field, just press <Enter> in that field. If you don't want to re-use the data, just type over it.

- As long as you are in data entry, the last date entered in the Date field is retained and is displayed on the input line.

- Switching from the Add to the Edit screen lets you retrieve the record for the ID that was last entered.

Data entry in the Edit screen is similar to that in the Add screen. You still have the three required fields of ID, Date and Event. The animal's entire record can be viewed in the top half of the Edit screen, as shown:

Edit Screen With Data Entered



The COMMANDS Menu

The COMMANDS menu, in the lower left hand corner of the Add and Edit screens, provides you with a list of editing commands that control the data entry process. To enter an editing command, select a command with the <↑> and <↓> keys, or type the first letter of the command and press <Enter>. If you select the wrong command or change your mind, press <Esc>. The cursor returns to the COMMANDS menu so you can enter another command. The COMMANDS menu is described below, in order of appearance.

Add Events

The ADD command is used to enter data (ADD an event) in both the Add and Edit screens. The function of the ADD command is the same for all Record Types. To add an event in the Add or Edit screen using the ADD command:

1. Select the ADD command and press <Enter>. The program will prompt you to enter the ID, Date and Event.

2. Enter data for this event after the displayed prompts.

   - Press <Enter> to move ahead one field; use the <↑> or <↓> keys to move back through the fields. Within a field, the <Backspace> key strikes out individual characters entered in the field.

   - To display a list of events, press the <F1> key. Once you have entered an event name, additional event fields are displayed.

   - Press <Insert> after the final prompt to add and save the event to the displayed record. In the Add screen, the cursor will return to the ID field and wait for you to add data for another animal. In the Edit screen, the cursor returns to the COMMANDS menu prompt, and the program waits for you to do something else.

   - If the entry you added produces an error message, the event is not accepted in the record and an error message will appear.

Delete Events

The DELETE command is used in both the Add and the Edit screens to delete individual events. To delete an event in both the Add and Edit screens (from the displayed record):

- Type <D> or select DELETE in the COMMAND menu prompt and press <Enter>. The last event in the record will be highlighted.

- Use the <↑> or <↓> keys to highlight the event to be deleted.

- Press <Enter> to delete the highlighted event. The event disappears from the record.

After you delete the event, it will be displayed on the data entry line. If you deleted this event by mistake, just use the ADD command to put it back.

To delete an entire animal record without having to delete all the individual events, go to the top of the record by pressing the <↑> key until you come to the Enter Event.

By deleting the Enter Event, you will delete the entire animal record. *Be sure this is what you want to do. Once you delete the record, you cannot retrieve the data in that record.*

Edit Events

The EDIT command is used in both the Add Screen and the Edit Screen to change information already entered into an animal's record. To edit an event in both the Add and Edit screens(from the displayed record):

1. Type <E> or select EDIT from the COMMANDS menu and press <Enter>. The last event in the record will be highlighted.

2. Use the <↑> or <↓> keys to highlight the event to be edited.

3. Press <Enter> to display this event on the data entry line.

4. Change the data as follows:

   - Press <Enter> to skip to the next field.
     Press <↑> to move back through previous fields.

   - Change the data by typing over existing data. You can leave a field blank by pressing <Enter> with no data entered in the field.

5. Press <Insert> after the final field to replace the changed event in the record. The changes appear in the display.

NEXT ID

The NEXT ID command can be used only in the Edit screen. Use the NEXT ID command to leave the displayed record and work on another record.

Following a NEXT ID command, the cursor is positioned at the ID field. Enter the ID of the next record you want to work on. (It must be the same Record type. To work with a different record type, you have to go back to the Data Entry Options screen.)

OPTIONS

The OPTIONS command refers to Data Entry Options and has to do with such things as printing a hard copy of data entry sessions, the number of trace files and selecting an output device.

RECORD DETAILS

Use the RECORD DETAILS command to enter or update biographical data in a Sow/Boar Record. The RECORD DETAILS command works only in the Edit screen. Except for sow/boar records created using the Enter Event in the Add screen, PigCHAMP does not prompt you to enter all the biographical information during data entry.

To use the RECORD DETAILS command:

1. Type <R> or select RECORD DETAILS from the COMMAND menu and press <Enter>. The cursor will move to the Alternate ID field in the Biographical Record of the Sow/Boar.

2. To change or add to the Biographical Record, type over what was entered before. Or, you can leave a field blank by pressing <Enter> with no data entered in the field. To blank out a field that already contains data, press the <Del> key until the entry is gone, and then press <Enter>.

3. When you have finished entering biographical data, press <Insert> at the final field. To return to the COMMANDS menu, press <Esc>.

SWITCH DISPLAY

Use the SWITCH DISPLAY command to switch from the Add screen to Edit screen and vice versa. You also need to use this command in order to use the NEXT ID and RECORD DETAILS commands.

Sow/Boar Records

About Sow/Boar Records

Data entry in Sow/Boar Records is fundamental to the PigCHAMP program. Sow/Boar Records are used to record data for individual animals in the breeding herd. Each Sow/Boar Record contains a lifetime history for an individual animal identified by a sow ID or a boar ID.

In this section, we show you the steps you must take to enter data in Sow/Boar Records. We discuss all the Sow/Boar Events (incidents or conditions that affect sows and boars) and provide you with sample screens that illustrate the creation of a record of the sows and boars in your herd. At the end of this volume, you will find an appendix that lists all the Sow/Boar Events and the information attached to each event. A list of all Reasons and Types defined for Sow/Boar Events is included in the Appendices at the back of this manual. Make sure you refer to these appendices during data entry if you have questions about an Event, Reason or Type.

PigCHAMP was designed to be flexible, so that you can keep records that work for you. Its flexibility lets you continue to use your present recordkeeping system, start small and grow into the PigCHAMP system. Or, you can start recording highly detailed information and exploit the full potential of PigCHAMP immediately. Of course, the more information you enter, the more information you will have for tracking and analysis.

All data about sows and boars is entered in Sow/Boar records. You are required

to enter only three types of information in these records:

- Farrowing information (including pigs fostered on and off)
- Weaning information
- Removal information

Breeding information is not essential. PigCHAMP can be used successfully on farms using pen mating.

Data Collection Forms

To help you standardize collecting data for your operation, we have developed easy-to-use forms, sow cards, and diaries that match the data entry procedures of the PigCHAMP program. These forms are available from the PigCHAMP Technical Support Office in Ames, IA. Please contact:

PigCHAMP, Inc.
1601 Golden Aspen Dr. Suite 109
Ames, IA 50010
Phone: (515) 233-2551 Fax: (515) 233-7187
Toll Free: 1-866-774-4242

What is a Sow/Boar Record?

For the breeding herd, the individual sow and boar lifetime histories are the foundation of the PigCHAMP system. These histories are maintained on the system in Sow/Boar Records (one record per sow or boar). In each Sow/Boar Record, you enter:

1. Events that describe what happens to that sow or boar. You are prompted to enter additional information, such as the date, for each event.

2. Biographical data, such as genetics, origin, sire, dam, birth date, and alternate ID. This demographic data is optional, but it is very useful for analyzing litter size by breed or line (breed analysis) or for analyzing litter size from different suppliers (origin analysis).

3. Comments, entered using the General Event.

Events and demographic data are used to calculate and produce the sow/boar management reports, monitoring reports (including action lists), and analysis reports. These reports, as well as all other PigCHAMP reports, are described in detail in the *Reports* volume of this manual set.

Working with Sow/Boar Data Entry

To record your herd, you must select a farm. If you have more than one farm in the farm directory, then you must use the SELECT FARM command to choose the farm you want to work with. After you have selected a farm, select Data Entry and press <Enter>. The DATA ENTRY menu will appear as shown, overlapping the BASE MENU.

DATA ENTRY Menu

The DATA ENTRY menu lets you choose from a series of record types to enter data. PigCHAMP has these record types for data entry:

Sow/Boar For entering events in individual sow/boar lifetime records for the breeding herd.

Group For entering events in nursery/grow/finish Group Records (all-in/all-out operations).

Location For recording pig movements, feed, sales and purchases, deaths or removals for Location Records.

Feed For recording ingredients, additives and their costs.

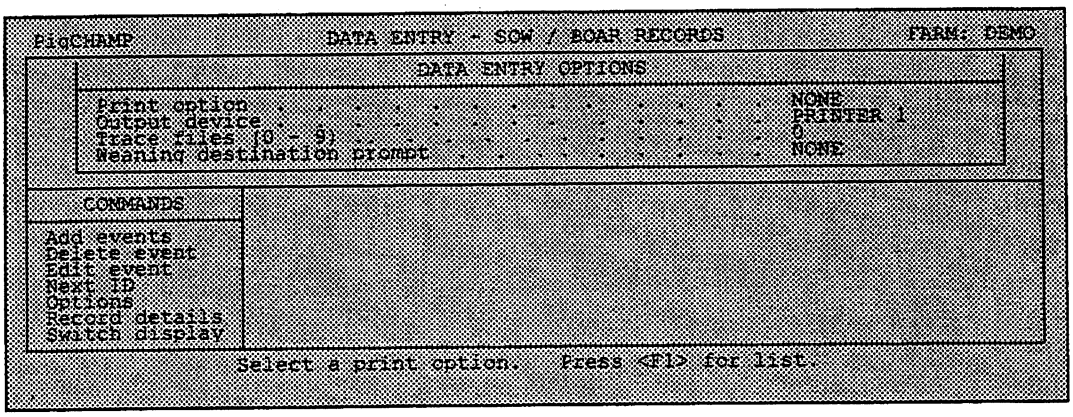
Ration For recording the formulation of specific rations.

Dictionary For entering new items to the PigCHAMP Program Dictionary. This includes adding synonyms, deleting synonyms and renaming items and synonyms.

You can work with only one record type at a time. PigCHAMP uses the record type you have chosen until you return to the DATA ENTRY menu screen and select another. Select a record type and press <Enter>.

DATA ENTRY OPTIONS Screen

Before you can start data entry, there is one more step to complete. Press <O> for Options, and <Enter>. The DATA ENTRY OPTIONS screen is displayed:



Print Option

The Print Option lets you print out a copy of some or all of the data as you enter it. No edited or deleted events will be printed. This feature is useful for auditing or cross-checking the data you entered to see if you missed any entries or if some of the data you collected is erroneous. Press <F1> to display a list of the available Print Options. These include: ALL ENTRIES, BAD ENTRIES, GOOD ENTRIES and NONE.

If you select ALL ENTRIES, then all of the data you type will be sent to the printer. If you select BAD ENTRIES, then only the data that generates error messages or warning notes will be printed. (This will create a useful list to show to the person who is collecting the data on the farm, if the collected data itself is erroneous.) If you select GOOD ENTRIES, then all of the entries except those that generate error messages will be printed. The data for these three print options will be printed on a record-by-record basis. That is, as you complete the data entry for each Sow/Boar Event, it will be printed on your selected printer. In this manner, you can create a hard copy of your data entry session that could include ALL ENTRIES, only BAD ENTRIES or only GOOD ENTRIES.

NOTE: If you want to make use of the Print Option, you must first check to see that your printer is turned on and that the on-line light is illuminated.

Use the <↑> and <↓> keys to select one option, and press <Enter>. If you select NONE for the Print Option, the cursor will skip straight to the Trace Files Option.

Output Device Option

The Output Device Option lets you select between Printer 1 and Printer 2. If you have only one printer installed, just press <Enter>, and move down to the next field.

Trace Files Option

For each of the four main record types (Sow/Boar, Location, Group, Feed), the PigCHAMP program creates an ASCII text file each time you work in data entry. This text file keeps an exact copy of every entry or change that you make. For example, suppose you are working in Sow/Boar Data Entry and you add a Mating Event. The trace file for this event would appear as:

```
1     ;1 JUN 96 ; MATING        ;1B;;0
```

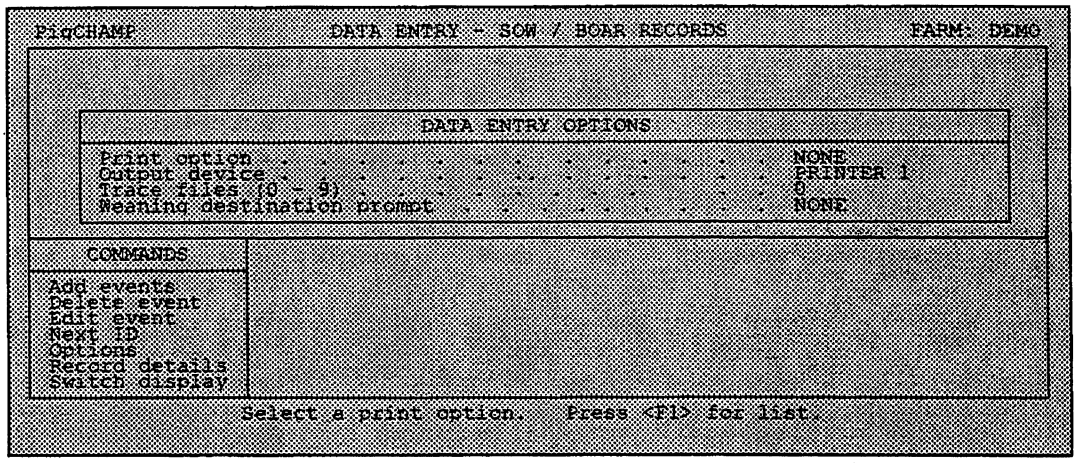
If you edit this entry, changing the date to June 2, the trace file would look like this:

```
1     ;1 JUN 96 ; MATING        ;1B;; 0
-1    ;1 JUN 96 ; MATING        ;1B;; 0
1     ;2 JUN 96 ; MATING        ;1B;; 0
```

When you edit a Data Entry event, what you are actually doing is deleting it and then re-entering it. Therefore, the first line of the trace file represents the original entry, the second line (with the minus sign in front of it) represents the deletion, and the third line represents the corrected entry. The trace file continues to build and accumulate all of the entries you make during the data entry session. (At the same time, all of the data is still being recorded in the main data file.) When you escape out of data entry, and either exit the program or select another farm, then the sow/boar trace file is closed. If you go back into the program and go into sow/boar data entry again, then another trace file is opened.

How Many Trace Files Are There?

In the DATA ENTRY OPTIONS screen, you can set the number of trace files to any number from zero to nine. The default setting (pre-set in the program when you receive it) is two. The DATA ENTRY OPTIONS screen is shown below.



Trace files are written into the \PC4 directory of your hard drive. Trace file names are identical to the name you gave your farm during the Create Farm procedure. For example, if you named your farm MYFARM, the main PigCHAMP data files would be called MYFARM.DAT and MYFARM.INX. If you set the number of trace files to two in the DATA ENTRY OPTIONS screen, the corresponding trace files would be called MYFARM.TS1 or MYFARM.TS2, where T stands for Trace file, S stands for Record Type (Sow/Boar Records in this example), and 1 stands for the number of the trace file. Given this identification system, a trace file called MYFARM.TL2 would be the second Location Record trace file for MYFARM.

What becomes of the original trace file when you go back into a record type to add or make changes to the data? Suppose you want to add more data to Sow/Boar records. The trace file that was created when you first entered data (MYFARM.TS1) will be automatically renamed MYFARM.TS2, and a new

trace file is opened called MYFARM.TS1 to record any new entries.

The third time you enter Sow/Boar Records, MYFARM.TS2 will be deleted; MYFARM.TS1 will be renamed MYFARM.TS2; any subsequent data you enter will be recorded in a new MYFARM.TS1. (This assumes you selected only two trace files to be saved in the DATA ENTRY OPTIONS screen.) If you want to save the old MYFARM.TS2, then you must increase the number of the trace files that can be saved. If you set the number of trace files to nine, you can potentially save up to nine sessions of data entry.

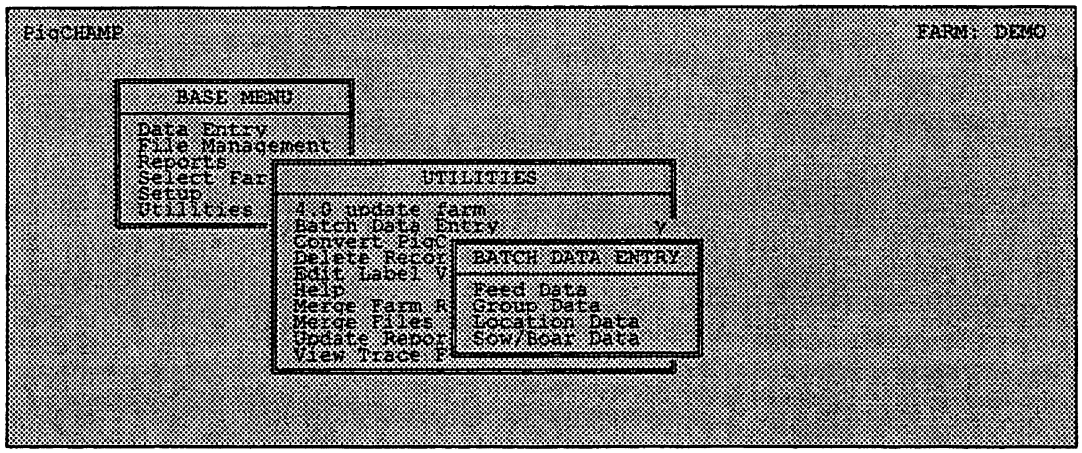
Re-Entering Trace File Data into Original Farm Data Files

Trace files can be combined with your regular PigCHAMP data files by using the Batch Data Entry procedure (trace files are stored in the same format as batch files), found in the UTILITIES menu.

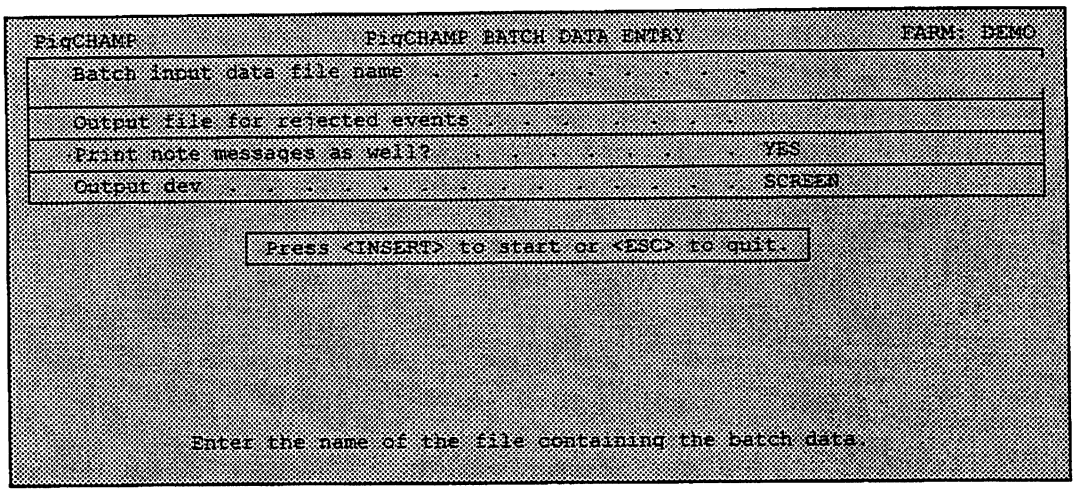
Do the following:

1. Use the Restore Farm procedure to restore your farm data from your most recent backup.

2. After restoring your farm data files, press <Esc> until you return to the BASE MENU. Select UTILITIES. From UTILITIES, choose Batch Data Entry. Finally, select the type of Batch Data Entry; in the following example, we selected Sow/Boar Data.



Set your Sow/Boar Batch Data options as described.



Batch Input Data File Name

Enter the name of the ASCII file. You must enter a full path name if the input file is not in the same directory as the PigCHAMP program.

Output File for Reject Events

You may save rejected entries as a second ASCII file so they can be corrected and re-entered. Enter the name of this new file. If you use the name of a file that already exists, that file will be overwritten.

Print Note Messages

You may choose Yes or No. Selecting Yes for Print Note Messages means that PigCHAMP will print a message after a data entry event if the data does not make sense to the program as entered. In other words, the PigCHAMP program has determined that the data might be wrong as entered, but there is insufficient information to classify it as erroneous data. In this case, the event will be recorded as entered, but you should check your records to confirm the accuracy of the data. We recommend that you select Yes for this option, just to confirm that the integrity of your data has been maintained during the Batch Data Entry.

Output Device

Occasionally, there will be data entry lines that the PigCHAMP program cannot read. Once you have executed the Sow/Boar Data command, it will produce a list of rejected entries and the reasons they were rejected. You may choose to have the program display this list on the screen, send it to an ASCII file or to the printer.

Important Points Regarding Trace Files

- The number of trace files you set in the DATA ENTRY OPTIONS screen is specific to each Record Type (Feed, Group, Location and Sow/Boar). Therefore, if you want to increase the number of trace files in each of the Record Types, you must go in and change the DATA ENTRY OPTIONS screen for each one. Similarly, the trace file settings are specific to each farm, so if you have more than one farm, you will need to change the trace file settings for *each* record type *each* farm.

- New trace files are opened and closed each time you enter and exit PigCHAMP or select a different farm. So, if you select Sow/Boar Records just to view a sow's record and don't actually enter any data, you will still increase the trace files by one, losing the oldest (highest number) trace file in the process. The resulting new trace file (e.g. MYFARM.TS1) would have a file size of zero bytes, indicating no new data in the Sow/Boar Record.

- You can look at the contents of a trace file within PigCHAMP by using View Trace File in the UTILITIES menu. You can also summarize the contents of the trace file and generate a printout.

Weaning Destination Prompt

The Weaning Destination Prompt provides a method for automatically transferring weaning information into a nursery Location or Group Record. This option applies only to Sow/Boar records when you want data for weaned litters to be transferred to a location or group record for your grow-finish operation. If you do not use the Weaning Destination Prompt then you have to enter the weaned pigs into Location or Group Records with a Weaned In Event.

NOTE: If you edit (change) a Wean Event in a sow's record after it has been entered with a Weaning Destination Prompt, you need to make corresponding changes to the Wean In Event in the appropriate Group or Location Records. PigCHAMP *does not* automatically delete the pigs corresponding to any Wean Event you deleted in a sow's record.

Pressing <F1> in the Weaning Destination Prompt reveals a pop-up menu of choices for the prompt. They are:

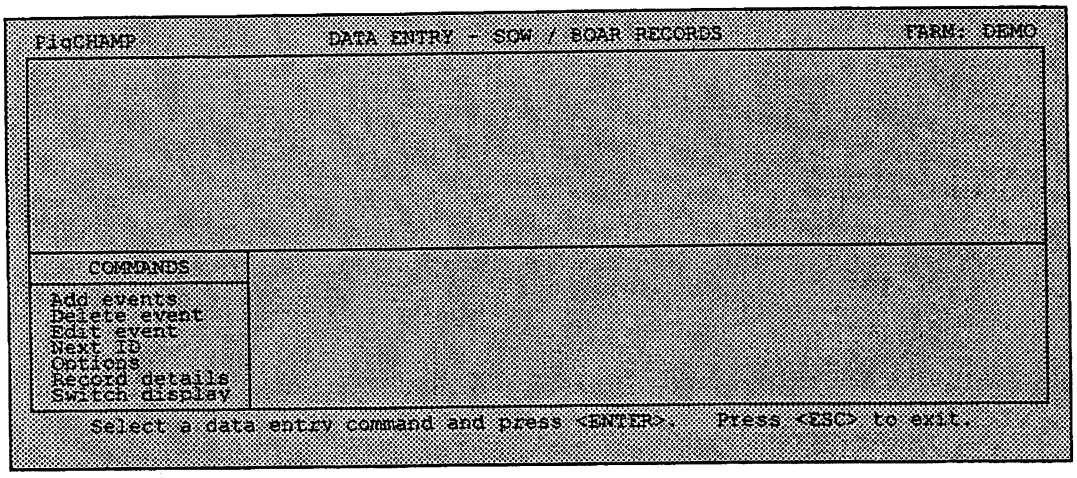
Group A Group prompt will appear for each Wean Event you enter.

Location A Barn, Room, Pen prompt will appear for each Wean Event you entered.

None No destination prompt will appear and data will not be transferred into a group or Location Record.

You will need to create Location and Group Records before you can make use of this option. For now, leave it at NONE and press <Enter>. After you have completed work within the DATA ENTRY OPTIONS Screen, press <Esc> once to return to the DATA ENTRY commands menu. From the Data Entry menu, select Sow/Boar Records and press <Enter>. The Sow/Boar Records Add screen will appear as shown:

Entering Sow/Boar IDs



The Add screen displays added data in a simple line-by-line format; the complete animal record is not displayed. The Add screen is a natural choice for entering data from event diaries or activity sheets, because you can enter one event after another; entered events may be unrelated.

Sow and Boar IDs

Sows and boars are usually identified by an ID number or an ear tag. Animals may also have an alternate ID, such as an ear notch or a tattoo.

The primary sow or boar ID (the ID on the ear tag) is also the ID for that animal's record in the PigCHAMP program. You can enter an ID that is up to 12 characters long; the ID can include numbers, spaces or symbols. We recommend that you also enter the alternate ID in the record, if the animal has one. The alternate ID can help you identify a sow's old ID if she loses her ear tag, helping you keep continuous records. Strategies for handling records when a sow loses her ID are discussed in the explanation of the Lost Tag Event later in this section.

Working from your Sow/Boar Inventory List, type the first boar ID and press <Enter>. Because this is a new ID, the Sow/Boar ID list appears on the screen. Press the <→> key to add the new ID to the list. After a brief delay to show you that the ID has been added to the list, the cursor will move down to the Date field.

Event Date

Type the Event Date and press <Enter>.

NOTE: It is not necessary to type the complete date for every event that you enter. If the date shows 10 NOV 96, and you want to enter 30 NOV 96, just type 30 and press <Enter>. If the date shown is 17 OCT 96, and you want to enter 21 NOV 96, then type 21 NOV, or 1121 if

you're using the month-day format, or 2111 if you are using the day-month format, and <Enter>. If you are entering a date for a different year, then you need to type the complete date, for example, for 21 NOV 97 type 112197 (or 211197) and press <Enter>.

Event The Enter Event is mandatory for all new Sow/Boar records. The cursor skips over the Event field and goes straight to the Sex field.

Sex Enter the sex of the animal. If you enter Male (and press <Enter>) the Parity field will disappear from the screen and the cursor will move to the True Entry Date field. If you enter Female the cursor moves down to the Parity field.

Sow Parity PigCHAMP is based on a parity model. The sow *parity* is the number of times a sow has farrowed. The parity changes each time the sow farrows. Gilts enter the herd with a parity of zero (0). When a gilt farrows the first time, her parity increases to one (1). Each time she farrows, her parity increases by one again. The program keeps track of each sow's parity and displays it at the top of the record (visible in edit mode only). In this example, type <M> for male and press <Enter>. The Entry Parity field disappears (because boars do not have parity numbers) and the cursor moves down to the True Entry Date field.

True Entry Date The purpose of the True Entry Date field is to determine whether the animal actually entered the herd on the date recorded or if the Enter Event is being used to start up the herd. All of the existing inventory of boars and sows should be recorded with a NO in the True Entry Date field. Press <N> and <Enter> for NO.

The Enter Event is recorded and will appear in the display box at the top of the screen. Whenever you record an Enter Event, you will be prompted to enter additional details of biographical data for the animal's record. All of this biographical data is optional; if you have information to record here, enter the data for each field and press <Enter> to move on to the next field. Otherwise, press <Insert> to complete the process of recording the Boar Enter Event. The cursor will return to the ID field.

SOW/BOAR DATA You can enter Sow/Boar Biographical Data into 17 data fields. The biographical data fields are described in detail below.

Alternate ID Enter an alternate sow or boar ID, if the animal has one. The alternate ID can help you identify an animal's old ID if the Sow/Boar loses an ear tag. This helps you maintain continuous records.

Origin Type the origin of the animal and press <Enter>. You can also press <F1> to see a list of origins that have been previously entered.

Birth Date Enter the birth date of the animal.

Sire Enter the animal's sire.

Dam Enter the animal's dam.

Genetics Enter the animal's genetics. Press <F1> for a list.

Genetic Line Enter genetic line information.

Backfat Date Enter the date on which the backfat was first measured.

Mature Backfat Enter the backfat measurement.

Mature Weight Enter the mature weight of the animal on the date of backfat measurement.

Pat. Grand Sire Enter the ID of the Paternal Grand Sire.

Pat. Grand Dam Enter the ID of the Paternal Grand Dam.

Mat. Grand Sire Enter the ID of the Maternal Grand Sire.

Mat. Grand Dam Enter the ID of the Maternal Grand Dam.

User 1 Enter the user data Item 1.

User 2 Enter the user data Item 2.

Once you complete entering Biographical Data, press <Insert> to save the data. The cursor will return to the COMMAND menu. Continue to record Enter Events for each boar on your inventory list.

Correcting Errors in Data Entry

The PigCHAMP program has an extensive error checking system built into the data entry procedure. If you try to enter something that is either logically inconsistent or biologically impossible, the computer will beep and an error message will be displayed. For example, if you try to put in a second Enter Event for the same boar, you will see the message:

```
Error: entry already recorded
```

The entry is not accepted and you must try again with the correct ID. There will be cases, however, where the program cannot catch your mistakes. For example, you type the wrong date for a boar entry, or you enter a sow ID and record it as a male. If you make a mistake like this in data entry, there are two ways to make corrections:

- **In the Add Screen.** If the event you want to correct is still in the display box at the top of the screen, then you can use the Edit Event command. Press <Esc> to move back to the COMMANDS menu and press <E> for Edit, and <Enter>. The cursor will move up and highlight the last event in the display box. Use the <↑> and <↓> keys to select the event you want to correct, and press <Enter>. The event will be redisplayed in the data entry box. Make your changes and press <Insert> to record the corrections.

- **In the Edit Screen.** If the event has disappeared off the top of the display box, or if you want to make a correction to the biographical data, you will need to switch to the Edit screen and use the Next ID command to call up the individual sow or boar record history. At the COMMANDS menu press <S> for Switch display, and <Enter>. Press <N> for Next ID, and <Enter>. Type the ID and press <Enter>. The record history will appear on the screen. Use the Edit command to make changes to events in the animal's history, or the Record Details command to make changes to the biographical data.

Entering Sows and Gilts

When you have finished entering the boars, move straight on to the sows and gilts. The process for entering sows and gilts is the same as that for entering boars. However, when you type <F> for female at the Sex field, and then press <Enter>, the cursor will go to the Entry Parity field. Type the number of times the sow has farrowed and press <Enter>. You will again be prompted for the animal's biographical data. Type the data for each field and press <Enter>, or press <Insert> to move on to the next record.

Continue until you have finished entering all of the sows and gilts from your inventory list.

Routine Data Entry Events

You should now be ready to enter data as it occurs on a day-by-day or week-by-week basis. From the COMMANDS menu of the Add screen, press <A> for Add Events, and <Enter>. Working from your farrowing sheet or sow card, type the first sow ID and press <Enter>. Alternatively, you could press the <F1> key to display a list of IDs to select. Next, you need to enter the date of the recorded event (not necessarily the same as today's date). After recording the date, press <Enter>. At this point, you will be asked to enter an event. Press <F1> to view a list of all PigCHAMP Sow/Boar Events. We recommend that you enter your event data in the following order:

Event Order

Enter
Matings
Pregnancy/Breeding Information
Farrowings
Fosters
Pig Deaths

Nursings
Weanings
Group IDs
Removals
All Other Events

The reason for entering data in this order has to do with the Mating and Farrowing Events being the "keys" that unlock the data entry door for all additional information about your swine herd. The PigCHAMP program will give you error messages if you try to enter data for events such as Fosters, Nursings, Weanings and Pig Deaths before a Mating and Farrowing Event. PigCHAMP requires information about the matings and farrowings in your herd before it will accept data about other related events.

As a reminder, if you are unsure about any of the abbreviations for event names, remember that you can press <F1> to select from a complete list. Also, you can create synonyms for all Events and other <F1> pop-up lists so that you can use codes you are familiar with during data entry. Creating synonyms, and other PigCHAMP Data Dictionary manipulations are discussed in detail later in this chapter. (See *Dictionary Data Entry*.)

SOW/BOAR EVENTS

About Sow/Boar Events

In this section of the manual, the Events are explained in the order listed above. An event consists of the event name, the date the event occurred, and additional information specific to each event. You must enter the animal ID, date of the event, and name of the event for all entries. You must enter valid data into all required fields; optional fields may be left blank. Remember, the more complete an animal's record, the more useful information you will obtain when generating reports. Press <Enter> after adding data to a field and press <Insert> to save the data and store it in the animal's record.

On the following pages, we explain all the Sow/Boar Events. We recommend that you enter data in these events in the following order:

ENTER

MATING
AI
BOAR IN
BOAR OUT

HEAT/NO SERVICE
SKIP HEAT
PREGNANCY EXAM

NOT IN PIG
ABORTION

FARROW
LITTER WEIGHT
FOSTER
PIG DEATH
NURSE ON
NURSE OFF
PART WEAN
WEAN

CONDITION
DISEASE
TREATMENT

LOCATION
LOST TAG
GROUP

GENERAL

TO BE CULLED
REMOVE

The events listed above are loosely grouped according to similar tasks. For example, the first event (Enter) deals with establishing Sow/Boar Records. The next four events (Mating through Boar Out) are concerned with Mating Events and recording boar movements. The next five events (Heat NS through Abortion) deal with gestation and pregnancy. The following eight events (Farrow through Wean) concern all the Farrow and Weaning recordkeeping. The next three events (Condition through Treatment) deal with herd health, pig illnesses, and treatments. The next three events (Location through Group) allow you to keep track of the herd and make allowances for lost tags. The next event (General) lets you add a flag statement about general comments. Finally, the last two events (To Be Culled and Removal) allow you to record information about the removal of pigs from the herd and reason for culling animals.

The Enter Event

The Enter Event records the date a sow, gilt or boar entered the herd. This event is mandatory for all new Sow/Boar Records. Along with the Enter Event is the entry date. This is valuable for calculating:

- Accurate inventory figures.
- Number of days from entry date to first service.
- Number of gilts not yet bred.
- Removal rate for gilts before they come into heat.

The Mating Event

The Mating Event records mating/service data. To use the Mating Event, press <M> and <Enter> at the event field. After you have entered the boar ID, you have the option of recording the name of the person who observed the mating and also the approximate time of day. If you want to use the Observer field, you must first create a list of observers (WORKERS) in the PigCHAMP Program Dictionary. The time of the mating is recorded using the 24-hour clock, where 12:00 midnight is hour 1 and 12:00 noon is hour 12. Enter the hour nearest to the time of the mating. For example, 11:45 a.m. would be hour 12, 3:20 p.m. would be hour 15.

With each Mating Event, the program automatically updates the breeding information in a sow's or gilt's record and determines whether the Mating Event is a service, repeat service, or one of several matings during estrus, based on the following definitions:

Mating A single insemination.

Service One or more matings occurring within 10 days of the first.

Service Period A 10-day period during which any number of matings can occur.

Repeat Service A mating that occurs 11 or more days after a previous mating (mating occurred outside the service period).

Multiple Mating Two or more matings within a 10-day service period.

The boar ID on a Mating Event is optional. However, if you leave the boar ID blank, the Boar Usage and Boar Performance Reports will not be available.

If the mating occurs 18 days or more after the sow has been weaned, you will see the following message:

```
Is this an intentional skipped heat? [  ]
```

If you have deliberately skipped a heat period for this sow, then press <Y>. If you have missed the sow's first heat after weaning or if the sow didn't show a heat or wouldn't stand, then press <N>. If you respond YES, then a Skipheat Event is automatically inserted before the Mating Event.

The AI Event

The AI Event records an Artificial Insemination Event. The data entry fields include the date of the AI Event, the hour of the event and the observers or technicians involved in the AI Event.

The Boar in Event

The Boar In Event records the date a boar entered the breeding pen (for farms using pen mating). You can enter data in three additional fields: Boar ID (the ID of the boar entering the breeding pen must be defined in the PigCHAMP database); Observer (of the mating); and Hour (of the mating). If you wish to enter data in the Observer field, you must FIRST create a list of Observers (WORKERS) in the PigCHAMP Program Dictionary. The Hour of the mating is recorded using a 24-hour clock, where 12:00 midnight is hour 1 and 12:00 noon is hour 12. Enter the hour nearest to the time of the mating. For example, 11:45 a.m. is hour 11, 3:20 p.m. would be hour 15.

The Boar Out Event

The Boar Out Event records the date a boar left the breeding pen (for farms using pen mating). You must record the ID of the boar leaving the breeding pen. This boar ID must be defined in the PigCHAMP database.

The Heat/No Service Event

The Heat No Service Event records an observed heat, but with no attending service. Use this event by typing **<H>** and pressing <Enter> in the Event field. Alternatively, you could press <F1> to view a complete list of all Sow/Boar Events.

Entering this event in a sow's record has an effect on how information is calculated for several reports. In the Performance Monitor Report, the addition of a Heat No Service Event in a sow's record during gestation causes the sow to begin accumulating non-productive sow days until the sow is mated or removed. The Heat No Service Event has no effect if it is entered during a sow's non-productive period after weaning and before mating, or between entering and mating. The significance of this is that if you are intentionally skipping the mating event, the sow will continue to accumulate non-productive days. You must keep this in mind when you analyze your Performance Monitor Report for the non-productive days of your herd.

In the Farrowing Rate Report, a Heat No Service Event will be expressed as a return to service. (However, a Skipheat Event will not show up as a return to service.) In the Boar Performance Report, a Heat No Service Event affects the reported farrowing rate by ending the gestation cycle and returning to estrus. If a Heat No Service Event is entered at a regular return interval, it will be included under the "Regular Return To Estrus" in the Boar Performance Report.

The Skip Heat Event

The Skip Heat Event records the date you intentionally skipped the heat of a sow. Use this event by typing an <S> and pressing <Enter> in the Event field. Alternatively, you could press <F1> to view a complete list of all Sow/Boar Events.

This event plays a very limited role in PigCHAMP reports. Unlike the Heat No Service Event, Skipheat will not put an end to a gestation cycle or affect the results in any report. It serves mainly as a comment in a sow's record.

Skipheat can be used in Database Applications Reports for tracking the interval between weaning and first observed estrus. You can do this by entering a Skipheat Event in a sow's record and selecting WEANSKIPHEAT as an output variable in the Database Applications Report.

The Preg Exam Event

The Preg Exam Event records the results of a pregnancy test in a sow or gilt record. You can enter data in one additional field; the Result Field. You can press <F1> to view a list of choices: Positive, Negative or Inconclusive. The Result Field cannot be left blank.

POSITIVE	Entered for you as the default. Changes the sow's current status to *diagnosed pregnant*.
NEGATIVE	Changes the sow's current status to *diagnosed not pregnant*.
INCONCLUSIVE	Results of test were inconclusive. No effect on the sow's current status.

The Not in Pig Event

The Not In Pig Event records the date a pig was found not to be pregnant after expecting her to be. There are no additional data fields.

The Abortion Event

The Abortion Event records an abortion. There are no additional data fields. The Abortion Event has no effect on the parity of a sow (parity increases only after a Farrow Event). Note that if a sow aborts but still remains in the herd and is served again, she will have a very long farrowing interval listed on the Sow Summary and Sow Performance Reports (see the *Reports* volume of this manual set for more information).

The Farrow Event

The Farrow Event is used to record a sow's farrowing data. Working from your farrowing sheet or sow card, type the first sow ID and press <Enter>. Enter the farrowing date, and then at the Event field, type <FA> for farrowing, and press <Enter>. PigCHAMP will then prompt you to enter the farrowing information that you have for this sow. If you don't have any data for a particular field, for example litter weight, then just skip over it by pressing <Enter> or <↓> (a zero

in the Litter Weight field is recorded as a missing value and not as zero pounds). Remember that you can use the <Insert> key to record the event at any point, so if all you have are born alive, stillborn and mummies, then press <Insert> after you have entered the number of mummies.

Some guidelines regarding stillborn and mummies:

- Record all pigs that are found dead and look normal for their stage of gestation as *stillborn.*

- Record all pigs that are found dead and are small, shrunken, brownish-red or black, and obviously degenerated before birth as *mummified.*

The Total Weight field refers to the total weight of all live pigs on the day they are weighed. The born live, stillborn and mummified fields are required. The remaining fields, explained below, are optional.

The Farrow Event has more data fields than will fit into the data entry box. When this is the case you will see the phrase "more ↓" at the bottom of the screen, indicating additional fields. These fields include Induced, Assisted, and three Location fields: Barn, Room and Pen. The Induced and Assisted fields have three possible values: YES, NO or blank. You can view these choices by pressing <F1>.

Location fields (Barn, Room and Pen) are included with the Farrow Event purely as a data entry convenience. When a location is recorded with the Farrow Event, the location information is recorded separately (immediately before the Farrow Event) as a Location Event. If you want to make changes or corrections to location data, you will need to edit the Location Event, **not** the Farrow Event. If you have already entered a Location Event before the farrowing (i.e., when the sow was moved into the farrowing crate), you do not need to record it again with the farrowing.

The Litter Weight Event

The Litter Weight Event is used to record the weight of the litter at any time after farrowing and before weaning (for example, at 21 days). This event is for producers who record litter weights before weaning. If recorded, the litter weight value is used to compute the Sow Productivity Index and Adjusted 21-Day Litter Weight. If the Litter Weight Event is not recorded, the litter weight entered for the Wean Event will be used for these calculations. There are two fields in which to enter data: the Number of Piglets and the Total Weight. Press <Insert> to record the data.

The Foster Event

The Foster Event records the movement of some of a sow's piglets onto another sow, while the original sow continues to suckle her remaining piglets. To enter a Foster Event, move down to the event field and type <FO> for Foster, or press <F1> and select Foster from the list, and press <Enter>.

Foster On is when a sow receives pigs to suckle while she continues to suckle all or part of her litter. **Foster Off** is when some of a sow's pigs are moved onto other sows, while she continues to suckle her remaining pigs. In the Pigs field, type a <+> for pigs Fostered On and a <-> for pigs Fostered Off, followed by the number of pigs. For example, <+3>, for three pigs Fostered On.

You may choose from three foster reasons (LITTER SIZE, PIG WEIGHT, POOR SOW). At the Reason field, press <F1> for the list of reasons, or press <Insert> to record the Foster Event without specifying a reason.

The Pig Deaths Event

The Pig Deaths Event is used to record the reason a pig died before weaning. To use the Pig Deaths Event, type <PD> in the Event field (or press <F1> to view a list of the events) and press <Enter>. You can enter data into two additional fields: Piglets and Reason. The Piglet field prompts you to enter the number of piglet deaths with the same reason. The Reason field prompts you to enter a reason for the deaths. In this field, press <F1> to view an extensive list of death reasons.

The Pig Deaths Event is used to analyze the reasons pigs die. You can analyze by day, month or year (time analysis); by the age at death (0-2, 3-6 days, etc.); by parity of the dam; by location (barn, room, crate). When you enter a Pig Deaths Event, you are prompted to enter the reason for the death. PigCHAMP has pre-defined reasons for the Pig Deaths Event. (See the appendix for a reference list of these reasons.)

The Nurse On Event

The Nurse On Event is used to record when a sow receives pigs to suckle after her own litter is weaned (or after she has nursed off all her pigs with a Nurse Off Event, or has aborted). A Nurse On Event changes the sow's status from WEANED to LACTATING. Only sows with a WEANED (or PREGNANCY TERMINATED) status can use the Nurse On event. You can enter data in one additional field: Number of Pigs. Enter the number of pigs Nursed On.

The Nurse Off Event

The Nurse Off Event is used when ALL the sow's pigs are moved off to be suckled by other sows and this sow is then weaned (she may then be sent back to the breeding barn or removed from the herd). Remember, you should use this event only when the sow is leaving the farrowing house, but her pigs are staying, suckling another sow or sows. The Nurse Off Event will change a sow's status from LACTATING to WEANED. You can enter data in one additional field: Number of Pigs. Enter the number of pigs Nursed Off.

NOTE: The Nurse Off Event is *not* the same as the Wean Event.

The Part Wean Event

The Part Wean Event is used to record the number and weight of pigs weaned early (part of the litter is weaned early and the sow continues to suckle the rest of the litter). The system will count the weaned pigs, but the sow's current status is still LACTATING, as she continues to suckle the remainder of the litter.

To use the Part Wean Event, type <PW> at the event field and press <Enter>. Record the number of pigs being part weaned and their total weight, if you are weighing them.

The Wean Event

The Wean Event is used to record the number and weight of pigs weaned when both the sow and her litter (or remaining litter) are weaned. The Wean Event also changes the sow's status to WEANED.

To use the Wean Event, press <W> and <Enter>, at the Event field. Enter the number of pigs weaned and their total weight.

NOTE: In the PigCHAMP program, every Farrow Event must be followed by a Wean or Nurse Off Event. If a sow has a litter of zero born live and 10 born dead, you should record a Wean Event of zero pigs weaned, immediately after the Farrow Event (if she subsequently fosters other pigs, then they should be recorded using the Nurse On Event).

Notes on Weaning and Fostering Events

- To be counted by the program, all pigs must be accounted for with either a Wean or Part Wean Event. This information is used to calculate the Sow Productivity Index and pre-weaning mortality analyses. Weights can be recorded in either the Wean or Part Wean Events, or in the Litter Weight Event if you weigh your pigs before weaning.

- For Part Wean Events, weaned pigs are counted on the date of the Part Wean Event. However, the sow's current status does not change to WEANED until either a Wean or Nurse Off Event is entered in her record.

- If a sow's record contains two Wean Events, one for her litter and another for a litter she has nursed on with a Nurse On Event, only the first Wean Event (for her own litter) will be used to calculate the Sow Productivity Index.

- If weights are entered for both Litter Weight and Wean Events in a sow's record, the Sow Productivity Index will be calculated from the weight in the Litter Weight Event.

- When you transfer pigs between sows in the farrowing barn, make sure that all pigs recorded as moved from one sow to another with Foster (off) and Nurse Off Events are balanced by corresponding Foster (on) and Nurse On Events for the sows that receive them.

- Any liveborn pigs not accounted for in some manner (either weaned or died or fostered off) will be counted as unrecorded deaths.

  Example 1:

  Sow A farrowed but all her pigs were born dead. She will now suckle the three smallest pigs received from Sow B. Sow B continues to suckle her remaining six pigs.

  Sow A: FARROW - zero pigs born live
  FOSTER - ON, three pigs
  WEAN - three pigs

  Sow B: FARROW - nine pigs born live
  FOSTER - OFF, three pigs
  WEAN - six pigs

Example 2:

Sow A farrowed, suckled and weaned a litter of six pigs. Three of her pigs were weaned early and the remaining three were weaned at a later date. Sow A was then kept in the crate as a nurse sow for six pigs (three pigs each from Sow B and sow C). Sow B and Sow C farrowed litters of nine pigs. Three of Sow C's pigs were weaned early.

Sow A: FARROW - six pigs born live
PART WEAN - three pigs
WEAN - three pigs
NURSE - ON, six pigs
WEAN - six pigs

Sow B: FARROW - nine pigs born live
FOSTER - OFF, three pigs
WEAN - six pigs

Sow C: FARROW - nine pigs born live
FOSTER - OFF, three pigs
PART WEAN - three pigs
WEAN - three pigs

The Condition Event The Condition Event records a condition score for a sow, boar or gilt. You can enter data into three fields: Score (a user defined sow condition number), Weight (enter the weight of the sow), and Backfat (record the amount of backfat on the sow).

The Disease Event The Disease Event is used to record a disease in a sow, boar or gilt. At the Event field, type <D> (or press <F1> to view a list of events) and press <Enter>. You can enter data into one additional field. In the Disease field, press <F1> to view a list of the Diseases recorded in the PigCHAMP Program Dictionary. The Diseases are listed alphabetically. Use the <↑> or <↓> keys to highlight a Disease and press <Enter>.

The Treatment Event The Treatment Event is used to record a treatment for a gilt, sow or boar in the breeding herd. At the Event field, type <TR> (or press <F1> to view a list of events) and press <Enter>. You can enter data into one additional field: Treatment. At the Treatment field, press <F1> to view a list of the Treatments recorded in the PigCHAMP Program Dictionary. The Treatments are listed alphabetically. Use the <↑> or <↓> keys to highlight a Treatment and press <Enter>.

The Location Event The Location Event is used to record the location of an animal in the breeding herd. Use it to find animals from action lists and also to analyze breeding herd data (such as PIG DEATHS) by location. To use the Location Event:

- Type <**LO**> in the Event field (or press <F1> to view a list of the Events).
- Press <Enter>.

You can enter data into three additional fields: Barn, Room or Pen. The LOCATION may consist of a barn, room, or pen ID only, or any combination of these.

The Lost Tag Event

The Lost Tag Event is used to close a sow record when a sow has lost her tag and an old record cannot be connected with any active sow in the herd. To use the Lost Tag Event:

- Type <**LT**> in the Event field (or press <F1> to view a list of the events)
- Press <Enter>.

There are no additional fields to enter data in.

When to Use the Lost Tag Event

If a sow loses her tag, she is usually given a new tag with a different ID. If you don't know (or can't find out) what her old ID was, you will have to start a new record for her using the new ID. Her old record with the old ID is still on the system. The new record doesn't contain any events before the retagging and you have an extra record on the system. This results in counting more sows in inventory than actually exist.

The PigCHAMP program gives you two strategies for handling lost tags so that your inventory stays accurate:

- If you know the old ID, change the ID in the RECORD DETAILS. You can accomplish this change in the Edit Screen only.

- If you don't know the old ID, here are some ways to find out what it was:

  - Note the sow's alternate ID, then run a List IDs Report to connect the alternate ID with the sow's old ID (see the discussion of List IDs in the *Reports* volume of this manual set).

  - Run an Action List Report to see if an ID continues to print on the list. The Action List depends on the sow's status when her tag was lost. The animal might have been culled or died, but a Removal Event was not entered in her record. Of course, if you have 10 sows due to farrow and nine have ear tags, the 10th is probably the sow with the lost tag.

If you started a new record for the new ID and then found the old one, you will have to combine the new record and the old record, as follows:

- Decide whether the old record or the new record is longer.
- Generate a History Report of the shorter record (see the History Report, in the *Reports* volume of this manual set).
- Start Data Entry in the Edit screen and use the ADD command to enter all the data from the shorter record into the longer one.
- When you have finished combining the records, delete the shorter record from the system by using the Delete Event selection of the COMMANDS menu in the Edit screen.

The Group Event

The Group Event is used to assign a sow to a breeding group. To use it:

- Type **<GR>** at the Event field, and press <Enter>.
- Type the **group ID number** and press <Enter> again.

The best place to record the Group Event is on the same day as but immediately before the first Mating Event in a service period.

NOTE: Group ID numbers must be recorded separately for each sow; there is no method of entering a group ID for more than one sow at a time. However, you can use the <Insert> key to speed up data entry. If the next sow on your list belongs to the same breeding group, just type the sow ID, press <Enter>, then <Insert>.

The General Event

The General Event is used to record a comment or undefined event in a Group or Location Record. General Events are not used in PigCHAMP calculations, but they do appear in History Reports. Flag types also appear on some sow card formats. To use the General Event:

- Type **<GE>** in the Event field (or press <F1> to view a list of the events) and press <Enter>. You can enter data into two additional fields: Type and Comment.
- In the Type field, press <F1> to view a list of Types you have to choose from.

PigCHAMP has only one pre-defined type; it is "Flag." The term "Flag" merely denotes the gilt, sow or boar you have identified with a General Event Comment in the History Report. The Comment field lets you add a short phrase or comment about the animal.

The Remove Event

The Remove Event is used to record the removal of a sow, boar or gilt from the breeding herd, along with the reason for the removal. You enter a Remove Event in a sow or boar's record to close the record and remove the animal from the herd inventory. No other events may follow a Remove Event in an animal's record. When a Remove Event is added to a record, you are prompted to enter data into four more fields: the removal Type, the Primary Reason for the removal, the Secondary Reason for the removal, and the Removal ID (a new ID for the removed animal). PigCHAMP has defined four Removal Types:

TYPE	DESCRIPTION
Cull	The animal is sold from the herd for slaughter.
Death	The animal dies while active in the breeding herd.
Destroyed	The animal is euthanized or killed by a producer or veterinarian, usually due to injury or sickness.
Transfer	The animal is taken from the breeding herd and sold, leased, loaned, or given to another swine producer for breeding purposes. This category includes pregnant gilts sold for breeding purposes and females transferred to another unit under the same ownership.

The Primary and Secondary Reasons for Removal clarify the Remove Event. The cull, death, destroyed and transfer removal types will accept any of the removal reasons listed.

How to Enter a Remove Event

After all the week's data has been recorded, enter your sow and boar deaths and removals. To use the Remove Event, press <R> at the event field, and <Enter>. Select the removal type: Cull, Death, Destroyed or Transferred. Then enter the Primary Reason for removal, and a Secondary Reason, if you are recording one. In either Reason field, press <F1> to display a complete list of removal reasons.

The final field in the Remove Event is the Removal ID field. It lets you change the ID of a removed animal so that the tag number can be re-used. If you want to change the ID, we recommend that you add an X or a Z to the front of the original ID. For example, if the ID is R145 then type ZR145. *This will ensure that the IDs of culled animals are sorted to the bottom of the on-screen Sow/Boar ID list, not mixed in with your list of active sows and boars.*

If you type a changed Removal ID and press <Enter>, you will see the following message at the bottom of the screen:

```
Change record ID? [   ]
```

This prompt is just giving you a chance to confirm that you want to change the record ID. Press <Y> to confirm the ID change. If you are recording a removal for a boar, at this point you will see the following message:

```
Do you want to update the boar ID on all matching
          Mating Events? (Y/N) [   ]
```

Press <Y> to confirm the change, and the program will change the ID on all the Mating Events where that boar was used.

NOTE: In practice, it is unlikely that you will want to change a boar ID after removal because you will probably not need to reuse the tag number or name for a boar.

If you do *not* want to change the sow or boar ID with the Remove Event, leave the original ID in the Removal ID field and press <Enter> or <Insert> to complete the Remove Event.

The To Be Culled Event

The To Be Culled Event is used to record the sows that have been identified for culling from the herd. To use the event:

- Type <**TBC**> in the Event field, or press <F1> to view a complete list of the Sow/Boar Events.
- Press <Enter>. You can enter data into one more field, called Reason.
- Press <F1> to select from an extensive list of culling reasons.

Entering a To Be Culled Event in a sow's record changes the status of the sow to "To Be Culled." This change in status has broad implications because if you enter into a sow's record any time during her gestation cycle, the sow will not appear on an Action List Report, including the Due to Farrow List. Also, entering a To Be Culled Event in a sow's record does not stop her from accumulating non-productive days (NPD).

The data you enter in the To Be Culled Event is primarily in the Database Applications Report. Two Database Applications variables describe this event: TBCDATE and TBCREASON.

Location/Group Records

This section describes group-based and location-based data entry for the PigCHAMP program. We have combined LOCATION RECORDS and GROUP RECORDS into one section because it is important that you understand the similarities and differences between them *before* you make crucial decisions regarding your choice of record for data entry. In addition, LOCATION RECORDS and GROUP RECORDS share many of the same data entry events. Some important points to remember include:

- Group Records are designed for all in/all out nursery-grow-finish operations.
- Location Records are designed for continuous flow nursery-grow-finish operations.
- While information in this section applies mostly to nursery-grow-finish operations, breeding herd producers can also use Location Records to analyze feed usage, sales, and purchases.

NOTE: **We strongly recommend that you enter data in the following sequence:**

- Feed Records
- Ration Formulation Records
- Location Records
- Group Records

By entering data in this manner, you will avoid getting into data entry problems. Please refer to the proper sections in this manual for explanations of the required records.

This section describes the events used to enter data in Location and Group Records. It also discusses the role of Feed and Ration Formulation records in recording and analyzing feed usage for both groups and locations. Make sure you read this section carefully if you plan to enter data for a nursery-grow-finish operation or to use Location Records to record feed usage, sales, or purchases for a breeding operation.

How to Choose Between Group and Location Records

PigCHAMP is a flexible yet powerful program designed to accommodate operations ranging from the simplest continuous flow, grow-finish operation to the most complex all in/all out, nursery-grow-finish system. In general, with PigCHAMP, the more data you collect, the more detailed analysis you will have to help you make the best management decisions. For a complete grow-finish system, you need to record information about three things:

- Feed Usage data, including a description of each ration; the Ingredients used to formulate each ration and their cost; and the amount of feed ground and delivered.
- Pig Flow (movements) and Pig Weights.
- Entries, Sales, and Purchases, Deaths and Removals.

Pig Flow and Feed Usage can be recorded using Group Records, Location Records or a combination of both. Therefore, you *must* make decisions regarding the type of record(s) you will use to record the following data:

- Feed Usage - by Group, Location or combination of both. Your method of recording feed usage will depend primarily on your physical farm setup - building location, the feed delivery system, and the placement of feed bins.

  NOTE: If you are recording feed usage for breeding herd operations, you should do so using the Location Records.

  For example, to track feed conversions for your grower units by room, you must record the number and weight of pigs in and out of each room (pig movement) and the amount of feed delivered. Greater precision can be achieved by weighing back the remaining feed after moving the pigs out.

  If you wish to record the total feed converted for all grow-finish units, you must record the total amount of feed delivered into each unit and two pig movements: the number and weights of pigs in (weaned or purchased) and the number and weights of pigs sold.

- Pig Movements and Weights - by Group, Location or a combination of both. Group Records are designed for all-in/all-out finishing systems; Location Records are designed for continuous flow systems. For example, an operation with a Group -based nursery and a continuous flow grow-finish operation would use Group Records for the nursery and Location Records for the grow-finish operation.

As you make decisions regarding the type of record(s) to use, it may be helpful to diagram your farm's physical layout, including:

- Location of all buildings.
- Production stage(s) in each building.
- Location of feed bins.

This can help you determine the level of detail reflected in your record-keeping system. Should you record data for the whole farm, for the entire grow-finish operation, or at the barn, room, or pen level? For example, if your farm has two barns, each serviced by a different feed bin, it would make sense to record Feed Usage at the barn level. You should also record pig movements at this level, to simplify the data entry process.

Carefully Choose the Detail Level

Although detailed recording can expand your analytical choices, do not assume that more is better When data entry is highly detailed, inventory and usage reports will be accurate. However, the accuracy of Growth Performance Reports by Location depends on the dual assumptions of continuous flow and constant inventory. These assumptions are often violated if you print a report for a location where inventory is low. On the other hand, Growth Performance Reports by Group are not influenced by the size of the group.

Location Records Data Entry

Location Records are designed for continuous flow nursery-grow-finish operations. However, breeding herd producers can also use Location Records to analyze feed usage, sales and purchases. To record data by location, you create a record for each location on the farm you wish to analyze. The number of Location Records you create is up to you. There is no minimum or maximum number required by the PigCHAMP program. When you have finished entering all of your Feed Records and Ration Formulation Records, you can start to enter your Location Records data. Location Records Data includes financial information as well as pig information.

When Should I Use Location Records?

Data entry in Location Records requires more decision making than data entry in Group Records because Location Recording is so flexible.

- Even though you have a Group-based system, do you want to analyze any Group data by location? Create a Location Record for each location to be analyzed. You also need to record a starting location in each group record and any movement(s) of the group from one location to another.

- Suppose you wish to record Pig Movements by Group and Feed Usage by location? You will need a Location Record for each area with a feed bin.

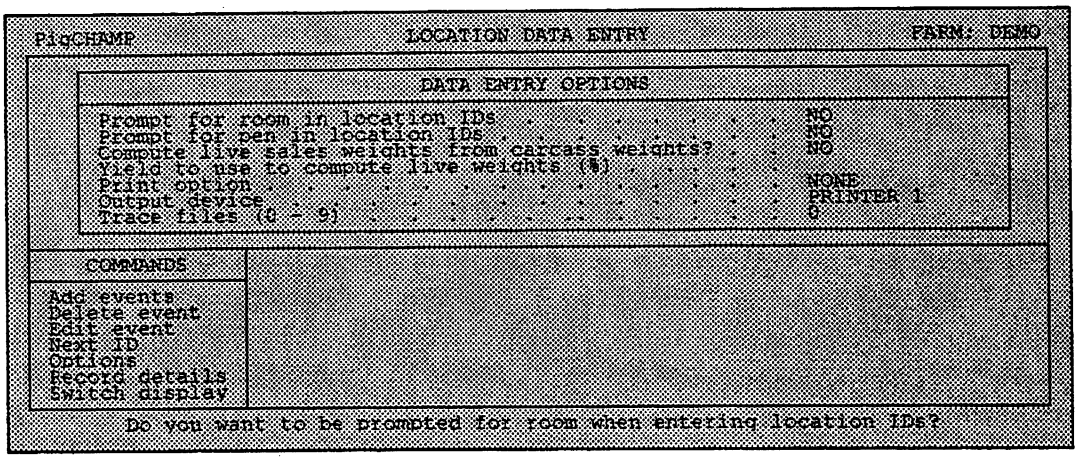
- Do you want to record group data for the growing stage of production and location data for the finishing stage? You can create one Location Record to contain all the finishing data, or you can create several finishing Location Records, one for each location you want to analyze.

- Do you want to use Location Records to record feed usage, sales, purchases, deaths, and removals for your breeding herd? Create a Location Record for each location you want to be able to analyze.

NOTE: If the same physical location (building, barn, etc.) houses both breeding animals and growing pigs, you must create two Location Records to keep the inventory and feed usage data separate.

Location Records Data Entry Options

From the DATA ENTRY menu, press <L> for Location Records and <Enter>. Select Options from the COMMANDS menu, and press <Enter>. You will see the following screen:



Prompt for Room in Location IDs

Your choices here are YES or NO. Press <F1> to view the choices. This option refers to the naming system for your nursery/grow/finish locations. If you have locations that require the use of the room field as well as the barn field, select <YES> for the room prompt.

Prompt for Pen in Location IDs

Your choices here are YES or NO. Press <F1> to view the choices. This option refers to the naming system for your nursery/grow/finish locations. If you have locations that require the use of the pen field as well as the barn and room prompts, select <YES> for the pen prompt.

Compute Live Sales Weights. AND Yield to Use to Compute Live Weights (%)

Your choices for the first option are YES or NO. Press <F1> to view the choices. These two options refer to the manner in which you want to record data for the Sales Event. If your pigs are sold on live weight, select NO. The cursor will skip down to the Print options. If your pigs are sold on carcass weight, then enter <Yes>, and on the next line enter an average yield, or killing out percentage (the program has a default of 71 percent). Select your print and trace file options and press <Insert> to return to the COMMANDS menu.

Creating New Location Records

The first step in recording nursery/grow/finish data is to create your LOCATION Records. Even if you are recording all of your pig information in GROUP Records, you are still required to create certain Location Records (when you create new Group Records you are required to specify a location for the group). You should also include at least one Location Record for the sows and boars. If you are raising any of your own replacements, you will need to have a breeding herd Location Record available when you record the transfer of gilts or boars out of the finishing herd.

Select Add Events from the COMMANDS MENU and press <Enter>. At the Barn prompt, type your first Location ID and press <Enter>.

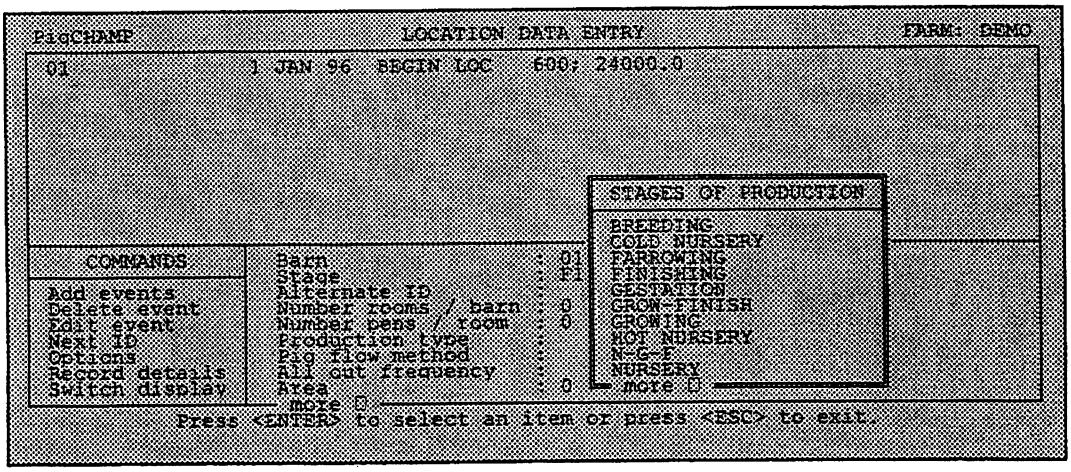
Press the <→> key to add the new ID to the list of Barn IDs. Type the beginning date and press <Enter>. Since the Begin Loc Event is required for all new Location Records, the cursor will skip over the Event field and go straight to the Inventory field.

Type the Number of Pigs in this location on the beginning date and press <Enter>.

Type the Total Weight of the pigs and press <Insert>, or if you don't have an inventory weight, just press <Insert>.

After each Begin Loc Event, you will be prompted for additional information about the location: Stages of Production, Alternate ID and additional fields dealing with the number of buildings and pens, the Pig Flow Method used, the Production Type employed, the Area of the location and many other fields.

Select the Stage of Production that applies to this location. Press <F1> to select from a list of stages. At this point, your screen should appear as follows:



Attached to each Location ID is a Stage of Production. When you press the <F1> key, you can view a list of choices that PigCHAMP provides. By recording the Stage of Production, you can use PigCHAMP to analyze the same data by specific location and Stage of Production. Each time you create a new Location Record, PigCHAMP prompts you to enter the Stage of Production.

If you have an Alternate ID for this location, then type it in at the Alternate ID field and press <Enter>.

Following the Alternate ID field, there are 34 more fields in which you have the option of entering additional, detailed information about the Location. If you have no data to enter into these fields, just press <Enter> to skip over them. Any field provided with an active <F1> key will prompt you to view and select from a list of choices. Messages at the bottom of the screen also prompt you what to enter in each field.

Once you have entered all your data, press <Insert> to store the data and to return to the Barn field. Continue to create new Location Records for each of the Location IDs on your Location Inventory sheet.

Are You Ready to Begin?

If you are working only with Location Records, then you are ready to start entering your data now. Continue with the instructions in this section.

If you intend to use Group Records, you should read through the remainder of this section and then work through the instructions in the section entitled Group Records.

Location Record Events

Order Is Important

The order of data entry is important for Location Records. You should enter your data so that there are always enough pigs in the inventory of a Location Record to cover the movements out. This may sound obvious, but if you have multiple locations, and you are entering your data infrequently, it is quite possible to run into problems. So always enter the Nursery data first, followed by the Growers and then the Finishers.

Entering Data

Select Add Events from the COMMANDS menu, and press <Enter>. Working from your Location Record sheet, type the Location ID and press <Enter>. Next, record the date and press <Enter>. On the following pages, we detail all the Location Events. We recommend that you enter data in these events in the following order:

BEGIN LOCATION

WEANED IN
PURCHASE

MOVE PIGS
    MOVE IN
    MOVE OUT

MOVE GILTS
    GILTS IN
    GILTS OUT

MOVE BOARS
    BOARS IN
    BOARS OUT

PIG INVENTORY

GENERAL

FEED IN
FEED OUT
FEED INV

REMOVAL
DEATH
DESTROYED

TREATMENT

EXPENSE
INCOME

SALES
GRADE
YIELD
INDEX
BACKFAT

The events listed above are more logically arranged by similar tasks. For example, the first three events (Begin Location through Purchase) deal with establishing Location Records and recording newly Weaned and Purchased pigs in those locations. The next 10 events (Move Pigs through Pig Inventory) deal with subsequent pig movements. The following four events (General through Feed Inventory) concern recording general comments about locations and all the feed recordkeeping. The next four events (Removal through Treatment) deal with pig illnesses, deaths and treatments. The last seven events (Expense through Backfat) allow you to monitor the financial and performance data related to the grow-finish side of your operation.

The Begin Location Event

The Begin Location Event is the first event you must record data in for Location Records. You begin with a starting date and inventory (number and weight).

The Weaned In Event

The Weaned In Event is used for recording pigs weaned into the nursery. There are two methods of obtaining accurate average age information for the Weaned In Event:

- Use the direct transfer of weaning information from your Sow/Boar Records (refer to the section on the Weaning Destination Prompt for more information).

- If you have already entered the weaning data in your Sow/Boar records, you can run a Performance Monitor Report for the day of weaning, and it will show you the average weight and average age of pigs weaned on that day.

The Purchase Event

If you are buying feeder pigs to finish out, then you should use the Purchase Event to record their entry into the herd.

- At the event field type <**PU**> and press <Enter>.

- Type <**F**> for feeder pig in the Purchase type field, and press <Enter>.

- Enter the number of pigs purchased, their total weight, and the total cost.

You also have the option to enter the origin of the pigs. To do this, you will need to add names to the list of origins in the PigCHAMP Program Dictionary.

The Move Out Event

To use the Move Out Event:

- Type <**MO**> at the event field, and press <Enter>.
- Enter the number of pigs moved, their total weight, and the ID of the location into which they are being moved.
- Press <Insert> to record the Move Out Event.

The Move In Event

Every Move Out Event MUST have a corresponding Move In Event. Each time you enter a Move Out Event you must remember to enter a Move In Event in the Location Record into which those pigs have been moved.

NOTE: The Move In Event is used to record the movement of pigs from another location within the nursery/grow/finish system. Do not use the Move In Event to record the entry of pigs that are being weaned from the farrowing house into the nursery/grow/finish system, or purchased directly from being weaned.

To use the Move In Event:

- Type <**MI**> at the event field, and press <Enter>.
- Enter the number of pigs, their total weight, and the ID of the location from which they came.
- Press <Insert> to record the Move In Event.

The Move Pigs Event

To help with the Move Out and the Move In Events, the PigCHAMP program has a Move Pigs Event. The Move Pigs Event enters both the Move Out and the Move In Events at the same time.

NOTE: The Move Pigs Event can only be used for moving pigs from one Location Record to another Location Record, or from one Group Record to another Group Record; it *cannot* be used for moving pigs from a group to a location, or from a location to a group. In addition, the Move Pigs Event cannot be used if you are moving pigs into two separate destinations. In either of these circumstances, you will need to record separate Move Out and Move In Events in each of the appropriate records.

The Move Pigs Event is always entered as an event in the source Location Record. In other words, it is entered for the Location Record from which the pigs are being moved. For example, if you are moving pigs *from* your hot nursery *to* your cold nursery, then you record the Move Pigs Event in the hot

nursery Location Record, and the destination location is the cold nursery. To use the Move Pigs Event:

- Type <**MP**> at the event field, and press <Enter>.
- Record the number of pigs, total weight, and the destination location ID.
- Press <Insert> to record the Move Pigs Event.

The Move Gilts Event

This event records the movement of breeding gilts from a growing location or group to a breeding location. The Move Gilts Event generates a Gilts Out Event for the current record and a Gilts In Event for the destination location. Used in add mode only. To use the Move Gilts Event:

- Type <**MG**> at the event field, and press <Enter>.
- Record the number of pigs, total weight and the destination barn.
- Press <Insert> to record the Move Gilts Event.

The Gilts In Event

This event is used to record information in a breeding location to indicate the transfer of breeding gilts from a growing group or Location Record into the breeding location. To use the Gilts In Event:

- Type <**GI**> at the event field and press <Enter>.
- Record the number of pigs, total weight and the source barn.
- Press <Insert> to record the Gilts In Event.

The Gilts Out Event

The Gilts Out Event is used to record the removal of gilts from the finishing herd for use in the breeding herd. To use the Gilts Out Event:

- Type <**GO**> at the event field, and press <Enter>.
- Enter the number of animals moved and their total weight.
- Enter the destination location.
- Press <Insert> to record the Gilts Out event.

NOTE: Each Gilts Out Event should have a corresponding Gilts In Event in the destination (breeding herd) location. The Move Gilts Event will automatically enter both the Gilts Out Event and the Gilts In Event for you. Record the Move Gilts Event in the source (finishing herd) location.

The Move Boars Event

The Move Boars Event records the movement of breeding boars from a growing location or group to a breeding location. This event generates a Boars Out Event for the current record and a Boars In Event for the destination location. Used in add mode only. To use the Move Boars Event:

- Type <**MB**> at the event field, and press <Enter>.

- Record the number of pigs, total weight and the destination barn.
- Press <Insert> to record the Move Boars Event.

The Boars In Event

The Boars In Event is recorded in a breeding location to indicate the transfer of breeding boars from a growing group or Location Record to a breeding location. To use the Boars In Event:

- Type <**BI**> at the event field and press <Enter>.
- Record the number of pigs, total weight and the source barn.
- Press <Insert> to record the Boars In Event.

The Boars Out Event

The Boars Out Event is used to record the removal of home raised boars from the finishing herd. Use the Boars Out Event by:

- Typing <**BO**> at the event field, press <Enter>.
- Enter the number of animals moved and their total weight.
- Enter the destination location. Press <Insert> to record the Boars Out Event.

NOTE: Each Boars Out Event should have a corresponding Boars In Event in the destination (breeding herd) location. The Move Boars Event will automatically enter both the Boars Out Event and the Boars In Event for you. Record the Move Boars Event in the source (finishing herd) location.

The Pig Inventory Event

The Pig Inv Event is used to record your physical count of the pigs in a location. To use the Pig Inv Event:

- Type <**PV**> at the event field, and press <Enter>.
- Enter the number of pigs in the inventory and their total weight. Or, you can enter the average weight of the pigs in the inventory by typing an asterisk <*> and average weight. PigCHAMP calculates the total weight.

NOTE: PigCHAMP can more accurately calculate total weight gain (and subsequent rate of gain and feed conversion ratio) for a location if you regularly record Pig Inv Events with both the number and the weight of the pigs. However, you need only record the Pig Inv Event as frequently as you want to report the weight gain information. In other words, if you want to see a monthly rate of gain figure, you should record a Pig Inv Event each month. If you are satisfied with a three-month rate of gain figure, then you only need to record a Pig Inv Event once every three months. Pig Inv Events can be recorded on any day of the month, but weight gain information will be more accurate if the events are recorded on or near the end of the report period.

- Press <Insert> to record the Pig Inv Event.

If the number of pigs in the Pig Inv Event is different from the current inventory of the Location Record you will see the following message:

```
Recorded inventory does not match new inventory.
                Change? (Y/N) [  ]
```

PigCHAMP will adjust the current (calculated) inventory so that it equals the physical count inventory. If you press <Y>, the Pig Inv Event is recorded and the record inventory is updated. If you press <N>, the event is not recorded and there is no change to the record inventory.

NOTE: If there is a discrepancy between your physical count of the pigs and the Location Record inventory in the program, it is important to find out why it has occurred. Check back through your data sheets to see if you have missed anything; in particular make sure that you have all of the pig movements recorded on the correct dates. Small discrepancies of one or two pigs are often the result of unrecorded deaths, and in most cases they will not have a significant effect on the data. Larger discrepancies, however, will affect the results. The more often you take inventory, the less likely you are to encounter significant discrepancies.

Pig Inventory Definitions

Inventory Events are those events that affect the total number of pigs in a LOCATION or a GROUP Record, or reconcile the inventory of the record to the actual inventory of the herd.

Inventory Definitions

It is important to understand the distinction between the record inventory that PigCHAMP keeps track of through Location and Group Records, and the actual inventory of the group or location:

- The **Record Inventory** is the total number of pigs accounted for in the Location or Group Record in the PigCHAMP database. This number is affected by the PigCHAMP events you enter in that record. The program keeps track of the record inventory for you and displays it whenever you look at the record in Edit mode.

- The **Actual Inventory** is the total (counted) number of pigs. It is the sum of the Record Inventory of the Location Record and all sublocations.

For Group Records, the Record Inventory and the Actual Inventory are the same. For Location Records, however, note that the sum of record inventories for a Location Record and its sublocations may not add up. For example, suppose you defined these three locations:

- Barn 1, Room 1
- Barn 1, Room 2
- Barn 1

If the barn 1 Location Record is not used for pig movements, its Record Inventory will be 0, even if the Record Inventory of barn 1 room 1 is 10 and of barn 1 room 2 is also 10. Providing all record inventories are accurate, the Actual Inventory of barn 1 is really 20 (the total of both rooms).

Events That Affect Pig Inventory

These events affect the inventory of a Group or Location Record:

- **Begin Location Event.** This event starts a Location Record and sets the location's initial record inventory (not used for Group Records).

- **Weaned In Event.** This event records the number, weight and age of weaned pigs entering a group or location.

- **Purchase Event.** This event records the number, weight and cost of purchased feeder pigs entering a group or location. It is also used to record the purchase of breeding animals.

- **Sales Event.** This event records, for each type of sale (feeder pig, pre-market, market, breeding, cull sow or cull boar) the number, weight and total value of pigs sold off the farm. Enter a separate Sales Event for each sales type.

- **Move Pigs Event.** This event records the movement of growing pigs on the *same farm* from one location to another. Each Move Pig Event actually generates two events: a Move In Event for the record where the pigs are moved in, and a Move Out Event for the record where pigs were moved out.

- **Deaths Event.** This event records the reason, the number, weight and location of pigs that died. The death reasons apply only to growing pigs. Enter a separate Deaths Event for each death reason.

- **Destroyed Event.** This event records the reason the number, weight and location of pigs that were destroyed. Enter a separate Destroyed Event for each reason.

- **Removal Event.** This event records other removals off the farm, such as pigs transferred to another farm, butchered or removed for an unknown reason.

- **Move Gilts and Move Boars Event.** This event records the movement of gilts and boars from the grow-finish operation to the breeding herd on the *same farm*. Each Move Gilts or Move Boars Event generates two events: a Gilts In or Boars In Event for the record where the gilts or boars are moved in, and a Gilts Out or Boars Out Event for the record where the gilts or boars are moved out.

  NOTE: Growth performance calculations such as weight gain and feed conversion rely on complete recording of pig weights for events that involve pigs entering and leaving the growing herd. Inaccurate or incomplete recording of pig weights will lead to inaccurate results.

Adjustments to Pig Inventory

If you do a physical inventory of a group or location, use the Pig Inventory Event to record the number and weight of pigs in a specific group or location on a specific day. The number of pigs entered with the Pig Inventory Event should match the record inventory displayed when you look at the record in edit mode during data entry.

If the actual inventory as recorded in the Pig Inventory Event does not match the record inventory, try to review the record in edit mode and add, delete or edit events in the record to make the record accurate.

The General Event

The General Event lets you enter a Comment or Undefined Event. General Events are not used in PigCHAMP calculations, but they are listed in History Reports. To use the General Event,:

- Type <G> at the event field and press <Enter>.
- Enter the Type of General Event and the Comment.
- Press <Insert> to record the event.

The Feed In Event

To use the Feed In Event:

- Type **<FI>** at the event field and press <Enter>.
- Enter the name of the feed or the ration you are feeding. If you are unsure of the exact name you used when you created the feed record, press <F1> to select from a complete list of feed IDs.
- Enter the weight of feed used.

NOTE: All weights are recorded in pounds or kilograms in the PigCHAMP program, but you can also enter weights in tons (or tonnes) simply by putting a T after the number. For example, if you type <7T> and press <Enter>, you will see the weight recorded as 14,000 pounds (or 7,000 kilograms).

When you enter the weight, the cost of the feed is calculated automatically. The program will not allow you access to the cost field. Press <Insert> to record the Feed In Event.

The Feed Inv Event

The Feed Inv Event is used to get an accurate assessment of feed consumption. If you record a Feed In Event close to the end of the month or the end of the year, it is quite likely that not all of that feed is eaten by the end of the period. If you subsequently run a report for that period, then the total weight of feed consumed will be overestimated. By taking a physical inventory of feed left in a feeder or a hopper at the end of the period, you can tell the program how much feed is left uneaten, so that it can be subtracted from the calculation of total feed consumed. To use the Feed Inv Event:

- Type <**FV**> at the event field, press <Enter>.
- Enter the Feed ID, and the weight of the feed left. The cost is calculated for you from the previous Feed In Event.

NOTE: Take your inventory as close as possible to the last day of the report period. The greatest accuracy will be achieved when inventory is recorded **on** the last day of the period.

You should record feed inventory as often as you want to report feed consumption information. If you want to see a monthly report of feed consumption, you should record Feed Inv Events at the end of each month (the ending feed inventory for one period becomes the beginning inventory for the next period). If you only want to see a three-month feed consumption figure, you need only record a Feed Inv Event at the end of each three-month period.

- Press <Insert> to record the Feed Inv Event.

Recording Feed Data

Feed usage data for nursery/grow/finish operations can be recorded in either group or Location Records. Feed usage data for breeding herd operations can be recorded in Location Records only. The physical setup of your farm (where your feed bins are located) and how much detail you need will dictate how you collect feed usage data.

Decisions to Make

For example, to get feed conversions in your grower units by room, you will have to record the weight fed to each room, which may require that there is a feed bin in each room. You must record the numbers and weights of pigs into and out of each room, and the amount of feed in. For more precision, you may want to weigh back any feed remaining after the pigs are moved out.

On the other hand, if all you need are feed conversions for all your grow-finish buildings as a single unit, the only data you have to record is the following:

- Total amount of feed into the grow-finish system.
- Number and weight of pigs entering the system (born, weaned or purchased).
- Number and weight of pigs sold off the farm.

To analyze feed usage by group, you must record the amount of feed data and pig movements (number and weight) by group.

The Removal Event

The Removal Event records pigs removed from a group or location due to reasons other than SALES or DEATH, such as transfers to other operations. To use the Removal Event:

- Type **<R>** at the event field.
- Enter data for the Number of pigs, Total weight and the Removal Type (press <F1> to view a list of choices).
- Press <Insert> when finished, to record the data.

The Death Event

To use the Death Event:

- Type **<DEA>** at the event field, and press <Enter>.
- Enter the number of pigs that died, their total weight and the reason for death.
- Press <F1> to display a complete list of death reasons.

NOTE: You can record only one reason for a Death Event. If two pigs die on the same day for different reasons, you must record two separate Death Events.

Making Changes to Lists

The list of death reasons is just one of many lists in the PigCHAMP program. You can make changes to these lists to make them easier for you to use. To make these changes, use the PigCHAMP Program Dictionary on the DATA ENTRY menu.

The Destroyed Event

The Destroyed Event records the number, weight and reason given for destroying animals in Group or Location Records. To use the Destroyed Event:

- Press the **<F1>** key to view a list of Events. Then use the <↑> or <↓> keys to choose Destroyed and press <Enter>.
- Enter data for the Number of pigs, Total Weight, and Reason (press **<F1>** to view a list of choices).
- Press <Insert> to record all your data.

The Treatment Event

To use the Treatment Event:

- Press <T> and <Enter> at the event field.
- Enter the name of the treatment.
- Press <F1> to display a complete list of treatments.
- Enter the cost of the treatment
- Press <Insert> to record the Treatment Event..

NOTE: It may be difficult to assess the cost of an individual treatment. If this is the case, you can leave the cost field blank, and record the total cost of treatments, medications, etc., using the Expense Event. However, *you should be careful to avoid either duplicating the cost entry, or forgetting to record it altogether.* Decide on one system or the other and then stick with it.

The Income Event

For the most part, income is recorded in the receipts field of the Sales Event. However, if there is any additional income that you want to assign to the pig enterprise (e.g., bonus payments, sale of feed, futures transactions, etc.), then you should use the Income Event. To use the Income Event:

- Type **<INC>** at the event field, and press <Enter>.
- Enter the account name.
- Press <F1> for a complete list of account names.

You can add names to this list using the PigCHAMP Program Dictionary.

The Expense Event

Expenses can be assigned to any Location Record, but it is important to avoid duplication. Therefore, it is easier to record most expenses in a single Location Record that represents the whole nursery/grow/finish system. To use the Expense Event

- Type <EX> at the event field, and press <Enter>.
- Enter the account name. Press <F1> for a complete list of account names. You can add names to this list using the PigCHAMP Program Dictionary.
- Enter the amount of the expense and press <Insert> to record the Expense Event.

NOTE: Feed costs are recorded using the Feed In Event, and so you will find that you cannot select any of the feed accounts for the Expense Event. These account names appear in the list only for generation of the Income Statement.

The Sales Event

To use the Sales Event:

- Press <S> and <Enter> at the event field.
- Enter the type of pig being sold. You can press <F1> to see a complete list of sales types.
- Enter the number of pigs being sold.

If you set your data entry options to compute live weights from carcass weights, the cursor should be on the carcass weight field.

- Enter the total carcass weight of the pigs sold. The live weight is calculated for you.

If you selected NO for computing live weights from carcass weights, the cursor will skip the carcass weight field and go straight to the live weight field.

- Enter the total live weight of the pigs sold.
- Enter the total income received for the sale of these pigs.

The last two fields in the Sales Event refer to the method of sale, and the destination of the pigs (both fields are optional). To create names for the destination field, you will need to use the PigCHAMP Program Dictionary.

- Press <Insert> to record the Sales Event.

The Grade Event

The Grade Event lets you assign a grade to pigs in this Group or Location. To use the Grade Event:

- Type <**GR**> at the event field and press <Enter>.
- Record the number of pigs with this grade and the grade itself.
- Press <Insert> to record the changes.

The Yield Event

The Yield Event lets you record the percent yield for pigs marketed. This event should be entered after the Sales Event. To use the Yield Event:

- Type <**Y**> at the event field and press <Enter>.
- Record the number of pigs and the yield.
- Press <Insert> to record the changes.

The Index Event

The Index Event lets you record the marketing index for a group of marketed pigs. This event should be recorded following a Sales Event. To use the Index Event:

- Type <**IND**> at the event field and press <Enter>.
- Record the Number of pigs and the Average Backfat Index.
- Press <Insert> to record the changes.

The Backfat Event

The Backfat Event lets you record the average amount of backfat for a given number of pigs. To use the Backfat Event:

- Type <**BA**> at the event field and press <Enter>.
- Record the Number of pigs and the Average Backfat Index.
- Press <Insert> to record the changes.

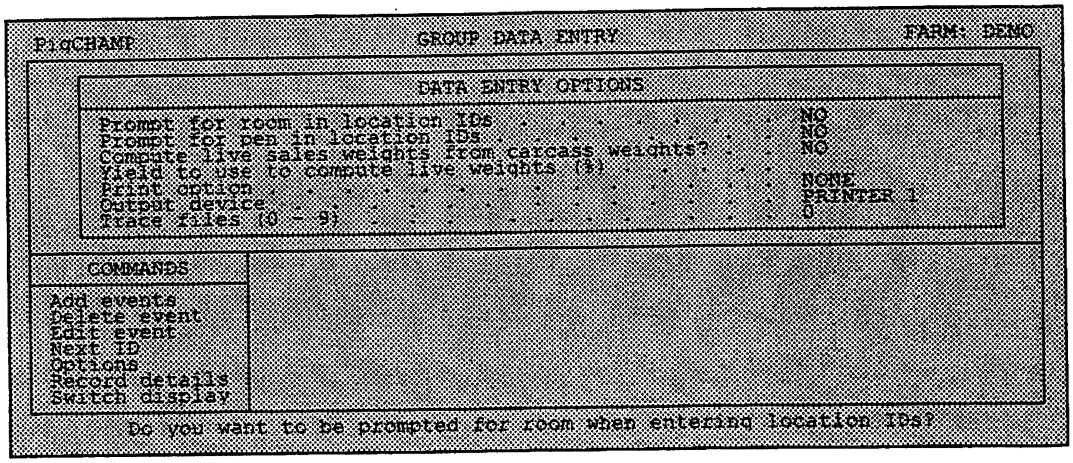
Group Records Data Entry

Group Records were designed to be used with all-in/all-out finishing systems. In a Group Records-based system, pigs enter a group and stay in the group until they are sold, or moved into a continuous flow unit (for example, when pigs move from a group-based grower into a continuous flow finisher). Individual pigs are not identified.

In the simplest Group-based system, pigs enter the nursery as a group, stay together as the group moves into the grower and finisher buildings, and are sold together as a group. However, all pigs in the group do not always enter and leave the group together. For example, pigs in the group may be sold individually or in small lots, or some pigs may be moved into the breeding operation. Much of the information regarding Data Entry in Group Records can be gleaned from the procedures just outlined for data entry in Location Records. Most of the events used in Location Record Data Entry are the same for Group Record Data Entry (with a few exceptions/additions).

GROUP DATA ENTRY Screen

From the DATA ENTRY menu, press <G> for Group Records and <Enter>. Select Options from the COMMANDS menu, and press <Enter>. You will see the following screen:

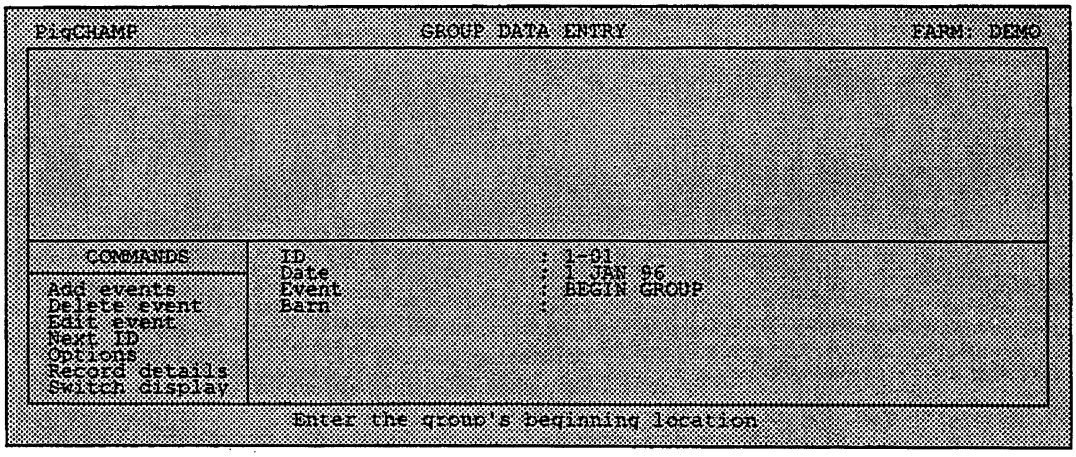


Creating New Group Records

At the COMMANDS menu, select Add events and press <Enter>.

Type your first group ID and press <Enter>. Press the <→> key to add the new ID to the list. As your group ID list grows, you can use the **<F1>** key to view the list and make selections.

Enter the date on which this group was created. The cursor will skip over the Begin Group Event in the event field and go straight to the Barn prompt. Your screen will look like this:



Enter the ID of the beginning location for this group. The ID must correspond to the ID of an existing Location Record; press **<F1>** to display a complete list of Location Record IDs.

For each Begin Group Event you enter, you will be prompted for additional information about the group: Alternate ID, Source, Breed, Sire, Dam. Enter any information that you have available, and press <Insert> to complete the Begin Group Event. Continue to create new Group Records for each of the group IDs on your Group Inventory sheet.

Data entry in Group Records is similar to data entry in Location Records. The event fields are the same and data entry into the fields is identical to Location Records. However, every Group you define in PigCHAMP has a beginning and an end. The Group begins on the starting date you determine and ends when the last pig moves out of the Group (the Group inventory is then zero).

In PigCHAMP, you always create a group with a Begin Group Event and end a group record with an End Group Event.

- The **Begin Group Event** gives the Group a starting date and, optionally, a location. Recording the starting location of the Group and subsequent movements to new locations lets you get reports by location from your group data.

- The **End Group Event** ends the group and closes the group record. Groups ended with an End Group Event are no longer active. The inventory of the group record must be zero when this event is entered, and no other events may follow the End Group Event in the record. Note that a group remains active on the system until an End Group Event is entered in the record, even if the inventory of the group is zero.

Group Records Events

Entering Data

We recommend you enter data into Group Events in the following order:

BEGIN GROUP

WEANED IN
PURCHASE

NEW LOCATION
MOVE PIGS
    MOVE IN
    MOVE OUT

GILTS OUT

BOARS OUT

PIG INVENTORY

GENERAL

FEED IN
FEED OUT
FEED INV

REMOVAL
DEATH
DESTROYED

TREATMENT

EXPENSE
INCOME

SALES
GRADE
YIELD
INDEX
BACKFAT

END GROUP

The events in bold type, **BEGIN GROUP, END GROUP** and **NEW LOCATION** Events, are used for Group Record Data Entry only. Other events not listed here, Begin Location, Move Boars, Move Gilts, Boars Out and Gilts Out, are used in Location Record Data Entry only and are not valid for use in Group Records Data Entry.

We recommend the above order to Event Data Entry because the events are more logically arranged by similar tasks. For example, the first three events (Begin Group through Purchase) deal with establishing Group Records and recording newly Weaned and Purchased pigs in those Groups. The next eight events (New Location through Pig Inventory) deal with subsequent pig movements. The following four events (General through Feed Inventory) concern recording General comments about locations and all the Feed recordkeeping. The next four events (Removal through Treatment) deal with pig illnesses, deaths and treatments. Finally, the last seven events (Expense through Backfat) allow you to keep track of all the financial and performance data related to the grow-finish side of your operation.

The Begin Group Event

This event begins a group by giving it a start date and location. All Group Records must start with a Begin Group event. This event is used for Group Records only. You must enter a starting location for the group (the location ID must be defined on the system).

The End Group Event

This event closes a group record when the group inventory reaches zero and renders the group inactive. This event has no data fields.

The New Location Event

This event records the movement of an entire group from one location to another location.

The data fields for this event are:

Pigs - Enter the total number of pigs moved to the new location. This number should match the current inventory of the group.

Weight - Enter the total weight of the pigs moved to the new location. The weight is used to compute the growth performance by location.

Barn - Enter the location ID of the group's new location. This Location Record must exist on the PigCHAMP system.

Room - Enter the new room location of the group's move (leave blank if the location is defined only by the barn level). The location must exist on the PigCHAMP system.

Pen - Enter the pen location of the group's new location. The location must exist on the PigCHAMP system. (It should be left blank if the location is a barn location or barn-Room location only.)

Feed Records

About Feed Records

Feed Records (and Ration Formulations Records, detailed in the next section) work together to categorize all the dietary information of your herd. This includes such things as keeping track of usage (consumption), disappearance (storage losses), cost, total amount in storage, nutritional analysis, base mixes and the feed requirements of the animals in the herd based on their stage of growth. Even though both Feed Records and Ration Formulations are closely related, the data entry procedures for each are slightly different.

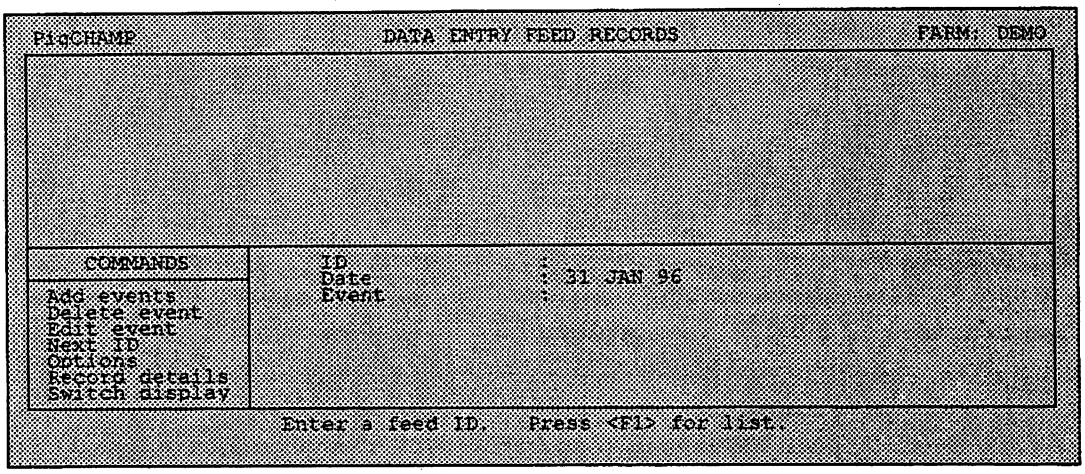
Feed Records contain information about the unit cost of each ingredient (ingredients are used to formulate feed rations) and of each additive – one record per ingredient or additive. Feed Records employ six events you can use to record the Feed ingredients and additives used to feed your hogs. The six events are: Begin Feed, In, Inventory, Out, Remove and Use. Each event denotes a specific role that the ingredient or additive must play in your operation.

When you start up your herd on PigCHAMP, you will have to create a Feed Record for each ingredient used. You will have to update your Feed Records when:

- The cost of an ingredient changes and/or
- You add a new ingredient requiring you to create a new ingredient record .

DATA ENTRY FEED Screen

From the DATA ENTRY menu, press <F> for Feed Records and <Enter>. Then press <Enter> at the Add Events option in the COMMANDS menu. You will see the following screen:



ID Field Working from your Feed Record sheet, type the first feed ID and press <Enter>. The Feed ID may be up to 12 characters long and can contain spaces, numbers and symbols. Press the <→> key to add the new ID to the list. (Once you have entered one or more feed IDs to the database, the PigCHAMP program lets you select from a list of the IDs. Press **<F1>** to view the list.) A brief delay indicates the ID has been added to the list, and the cursor moves to the Date field. Enter the date; press <Enter>.

Date Field It is not necessary to type the complete date for every event that you enter. If the date shows 10 NOV 96, and you want to enter 30 NOV 96, just type 30 and press <Enter>. If the date shown is 17 NOV 96, and you want to enter 21 DEC 96, then type 21 DEC, or 1221 if you are using the month-day format, or 2112 if you are using the day-month format and <Enter>. If you are entering a date for a different year, then you need to type the complete date; for example, for 21 JAN 97, type 012197 (or 210197) and press <Enter>.

Event Field Since the Begin Feed Event is mandatory for all new feed records, the cursor skips over the Event field and goes straight to Begin Inventory.

Total Weight Field Enter the total weight of the beginning inventory of the feed.

NOTE: All weights are recorded in pounds or kilograms in the PigCHAMP program, but you can also enter weights in tons (or tonnes) simply by putting a T after the number. For example, if you type 7T and press <Enter>, you will see the weight recorded as 14,000 pounds (or 7,000 kilograms).

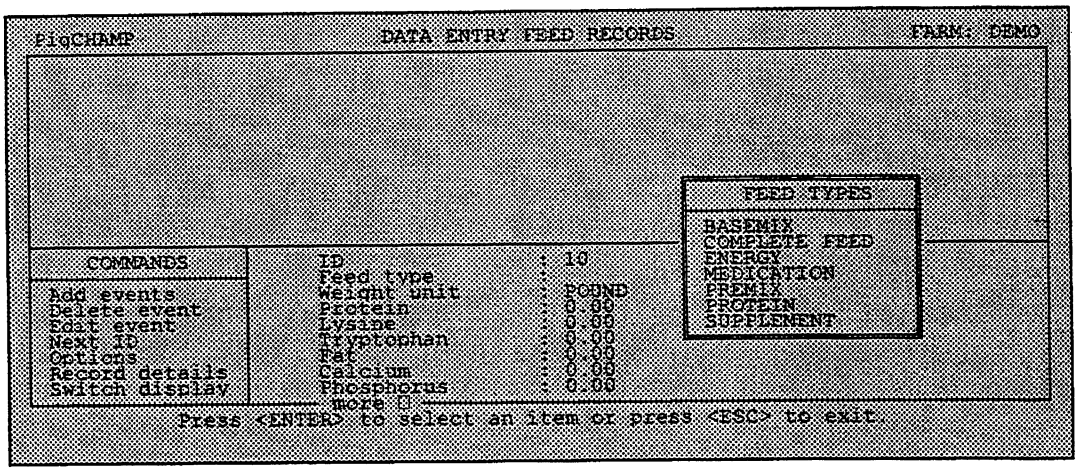
Cost Field In the Cost field, type the **TOTAL** value of the beginning inventory.

NOTE: In the PigCHAMP program, when you are prompted for a total cost, you can type a * followed by the price per pound (or kg.), or a T followed by the price per ton (or tonne). The program will calculate the total for you. For example, if you paid $240 per ton for 7 tons of soybean meal, type T240 and press <Enter>. The program will display 1,680 in the Cost field.

Press <Insert> to record the feed inventory information.

After each Begin Feed Event, you will be prompted for additional information about the feed: Feed Type, Weight Unit and Nutritional Analysis.

At the Feed type field, press **<F1>** to display a list of Feed Types:



Feed Type Field

Select the FEED TYPE that applies to your feed record. You can choose from:

PREMIX - Typically composed of one or two of the following: Macro-Minerals (e.g. Dicalcium phosphate), Micro-Minerals (e.g. Selenium), Vitamins (e.g. Vit E, Biotin), or Growth Promotants (e.g. Oxytetracycline).

BASEMIX - Typically composed of the following types of PREMIXES: Vitamins, Trace Minerals and Macro Minerals, with or without Medications and/or Growth Promotants.

SUPPLEMENT/(CONCENTRATE) - Typically composed of a BASEMIX and a PROTEIN source.

PROTEIN - Any ingredient that is a primary source of amino acids such as soybean meal or meat and bone meal.

ENERGY - Ingredients such as carbohydrates (corn) and fats (animal fat premixes) that can be utilized by the hogs as a source of energy and are readily metabolized.

MEDICATION - Typically, Premix ingredients that may be part of a BASEMIX or supplement that provide a prophylactic effect such as penicillin or tetracycline.

COMPLETE FEED - A feed composed of most of the above components, to include a source of Energy, Protein, Vitamins, Macro/Micro minerals and growth promotants.

Feed Type Weight Unit Field

In the next field, select a Weight Unit (pound, 100 lb., ton or kilogram, 100 kg., tonne). For example, ton is most appropriate for corn; pound is more appropriate for vitamin and mineral additives. This will tell the program how to display weights for this feed record.

Nutritional Data Field

If you have nutritional information to record, enter the data for each of the next seven fields and press <Enter> after each one. These fields prompt you to enter percent composition data for: Protein, Lysine, Tryptophan, Fat, Calcium and Phosphorous. The final field, Energy, prompts you to enter data in Mcals/Kg.

NOTE: This nutritional information is used in the Ration Formulations Record in PigCHAMP. In the data entry screen for Ration Formulations Records, there is an on-screen display of the nutrient analysis. As you formulate the ration, the nutrient analysis is automatically updated.

Press <Insert> to complete the entry of the Feed Record.

Continue to enter Begin Feed Events for all of the feeds on your feed record sheet.

Correcting Errors in Data Entry

The PigCHAMP program has an extensive error checking system built into the data entry procedure. If you try to enter something that is logically inconsistent, the computer will beep and an error message will be displayed. For example, if you try to put in a second Begin Feed Event for the same feed record, you will see the message:

```
ERROR: BEGIN FEED already recorded
```

The event is not accepted and you must try again with the correct ID.

There will be cases, however, where the program cannot catch your mistakes. For example, if type the wrong date for a Begin Feed Event, or enter a feed type of energy when it should be protein, there are two ways to correct these types of mistakes:

- **In the Add Screen.** If the event you want to correct is still in the display box at the top of the screen, then you can use the Edit Event command. Press <Esc> to move back to the COMMANDS menu and press <E> for Edit Event, and <Enter>. The cursor will move up and highlight the last event in the display box. Use the <↑> and <↓> keys to select the event you want to correct, and press <Enter>. The event will be re-displayed in the data entry box. Make your changes and press <Insert> to record the corrections.

- **In the Edit Screen.** If the event has disappeared off the top of the display box, or if you want to make a correction to the record details (for example, feed type), you will need to switch to the Edit screen and use the Next ID command to call up the individual sow or boar record history. At the COMMANDS menu press <S> for Switch Display, and <Enter>. Press <N> for Next ID, and <Enter>. Type the ID and press <Enter>. The record history will appear on the screen. Use the Edit Event command to make changes to events in the feed record history, or the Record Details command to make changes to the biographical data. Make your changes and press <Insert> to record the new data.

Deleting Events

If you want to delete an event completely, use the DELETE EVENT command. The DELETE EVENT command works in the same way as the EDIT EVENT command: if you can still see the event on the Add screen, then you can delete it; if it has scrolled off the top of the screen, then you should switch to the Edit screen, call up the record history with the NEXT ID command, and then use the DELETE EVENT command.

Deleting Entire Feed Records

If you attempt to delete a Begin Feed Event, you will see the following message displayed:

```
WARNING: Delete entire feed record (Y/N)? [  ]
```

If you press <Y>, the feed record is deleted completely.

Feed Records Events

The remaining Feed Record events are as follows:

IN
INVENTORY
OUT
REMOVE
USE

Once you have entered all your feeds and ingredients into PigCHAMP, these remaining events will keep track of additional deliveries, current inventory, feed that is taken out, feed that is removed and feed that is used. On a routine daily or weekly basis, the only information you will need to enter into the feed records is the purchase or delivery of feeds. The In Event is used to record feed purchases or deliveries.

The In Event

To use the In Event:

- Type <**IN**> at the Event field, and press <Enter>.
- Type the total amount delivered and press <Enter>.
- Next, type the total cost (or # cost/pound, or T cost/ton) and press <Insert>.

The In Event reflects feeds that come into your operation from an external source. For instance, when you take delivery of pre-mix formulations, get a load of corn to fill the bin, or receive a shipment of soy meal, it reflects a feed type coming into your operation. When you first begin to enter feed information into PigCHAMP, the In Event is the amount of feed you have in your system to start with on the date you begin to enter feed records (your base amount from which you draw down to feed your pigs).

The Inventory Event

Whenever you take a physical inventory of feeds, you should record an Inventory Event in the PigCHAMP program. To use the Inventory Event:

- Type <**INV**> at the event field, and press <Enter>.
- Enter the total weight of the feed in inventory.
- Then in the Cost field, enter your calculation of the total value of the feed.
- Press <Insert> to complete the entry.

NOTE: There will always be some variation between the calculated feed inventory in the PigCHAMP program and your own measure. This variation occurs as a result of estimated feed inventories, estimated feeding weights or feeding of rations that vary in content from the formulations in the program.

The Total Feed Cost reported in the PigCHAMP program's Income and Expense Report comes from the value of feed used and *not* from the cost of feed purchased. Any discrepancies are reported as "shrinkage" or "expansion." To minimize the discrepancy for any single period, you should take inventory of feeds as often as possible. The most accurate inventory information will be available when a bin is empty or cleaned out. In other words, an inventory of zero.

More about Inventories

If you switch to the edit screen and display the history for the feed record, you will see the inventory weight and value at the top of the screen. The Inventory Event has the effect of resetting this inventory information for the feed record. Consequently, you *cannot delete* an Inventory Event. If you make an error in recording an Inventory Event, you should enter a corrected Inventory Event immediately.

The inventory value (displayed as a cost per ton or a cost per pound, depending on the unit you selected in the Record Details) is the *average* value of the feed in inventory. For example, if you purchased 10 tons at $100 per ton and 10 tons at $95 per ton, the value displayed would be $97.50 per ton. When you record a Feed In Event in a barn or group record, the cost of feed used is calculated from the average value in inventory.

The Out Event

The Out Event is used to record any removal of feed from inventory for any reason other than feeding pigs on your farm. For example, the sale of a load of corn to a neighbor, after you have recorded that corn as part of your inventory, would be considered an Out Event. To use the Out Event:

- Press <O> and <Enter> at the event field.
- Type the amount of feed taken out and then press <Insert>.

The Remove Event

To use the Remove Event:

- Press <R> and <Insert> at the event field.
- If you stop using a particular type of feed, and you don't want it to appear on the Feed Usage Report anymore, then you can enter a Remove Event in the feed record.
- If the feed record inventory is not zero, the following message will be displayed:

```
ERROR: Inventory must be 0 before removal.
```

- Enter an Inventory Event of zero and then re-enter the Remove Event.

The Use Event

The Use Event is used to record any feed that is consumed by your swine herd. The Use Event is recorded for you *automatically* whenever you enter a Feed In Event in a barn or group record.

Quitting Feed Records Data Entry

To quit Feed Records Data Entry:

- Press <Esc> at the COMMANDS menu.

You will return to the DATA ENTRY MENU.

Ration Formulation Records

Ration Formulations Records and Feed Records work together to categorize all the dietary information of your herd. This includes such things as keeping track of usage (consumption), disappearance (storage losses), cost, total amount in storage, nutritional analysis, base mixes and the feed requirements of the animals in the herd based on their stage of growth. Even though both Feed Records and Ration Formulations are closely related, the data entry procedures for each are slightly different.

Ration Formulations Records contain information regarding the composition, or ingredients, of the rations used to feed the animals in your herd. You record the weights or proportions of ingredients used to prepare a batch of a feed ration. PigCHAMP calculates the cost of the ration from the ingredient costs entered into the Feed Records. Each ingredient listed for the ration must have a corresponding Feed Record. PigCHAMP uses the Feed Records for each ingredient listed to calculate the unit cost of the formulated ration.

A ration formulation can be made up from the actual weights used to mix a batch of feed, or from the relative proportions of the ingredients in the ration. The effect is the same, which is to produce a unit cost for the formulated ration.

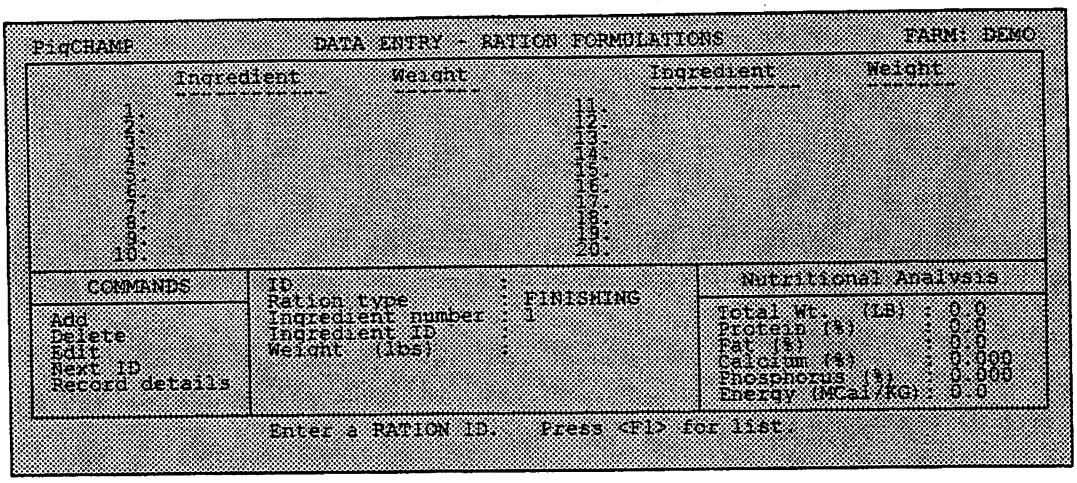
> **NOTE:** Whenever you change an existing ration formulation, you must add a completely new ration record.

RATION FORMULATION Entry Screen

From the DATA ENTRY menu:

- Press <R> for Ration Formulations and <Enter>.
- Then press <Enter> at the Add field in the COMMANDS menu.

You will see the following screen:



As you will notice, the data entry screen for Ration Formulations is different from the other record types. There is no Add screen for ration records; a ration formulation screen is displayed as soon as you get into data entry.

Ration ID Field

Type the first ration ID, and press <Enter>. Press the <→> key to add the new ID to the list. You can use the <F1> key to view a list of all ration IDs. Ration IDs may contain up to 12 characters and may consist of letters, numbers, dashes and also special characters. Ration IDs may also contain embedded blanks. Once a ration has been created, formulations of that ration may also be added, similar to events added to any other record type.

Ration Type Field

After adding the Ration ID, enter the ration type. Although each ration record is primarily identified by a ration ID, when you create a ration record, PigCHAMP will prompt you to also enter a ration type. Press <F1> to display the list of the following ration types:

- Breeding
- Creep
- Nursery
- Gestation
- Farrowing
- Growing
- Finishing
- Gilt Development

Ingredient ID Field

After selecting the ration type, the program will skip over the Ingredient number field to the Ingredient ID field. Working from your ration formulation sheet, type the name of the first ingredient. The ingredient names must correspond to the Feed Records you created earlier. If the program does not recognize an ingredient name, the list of Feed IDs will be displayed.

NOTE: As you complete each ration formulation, it will be added to the list of Feed IDs, so the list will contain both Feed Records and Ration Records. When the program prompts for an ingredient name, select a Feed Record and not a Ration Record.

Ingredient Weight Field

At the Weight field, type the amount of the ingredient used in the formulation of one ton (or tonne) of the ration. Press <Insert> to record the first ingredient.

As you record each ingredient, the cursor will return to the Ingredient ID field for the next ingredient number. Continue to add ingredients until the ration formulation is complete.

NOTE: You will notice that as you add each ingredient, the figures in the Nutritional Analysis box will change. The values you added (if applicable, because the nutritional information is optional) for the percentages of Calcium, Phosphorous, Protein, Fat and the Mcal/Kg of Energy in the FEED RECORDS will appear in this box. Use these figures to help confirm the content of each ration.

When you have recorded the final ingredient, press <Esc> to return to the COMMANDS menu. Select Add to create the next ration formulation.

Making Changes and Corrections

- Use the Edit command to change the names or weights of individual ingredients in the ration formulation.
- Use the Record Details command to change the ID or the type of the ration record.
- Use the Delete command to delete individual ingredients from a formulation. If you want to delete the entire ration record, then delete each of the ingredients one by one. When you delete the last one, the following message will be displayed:

```
Delete entire ration record (Y/N)? [  ]
```

- Press <Y> to remove the ration record completely.

Dictionary Data Entry

In several parts of this volume, we have referred to the PigCHAMP Program Dictionary, and how you can make changes to the different lists used in the program. This section explains the use of the Dictionary and its use during the data entry process.

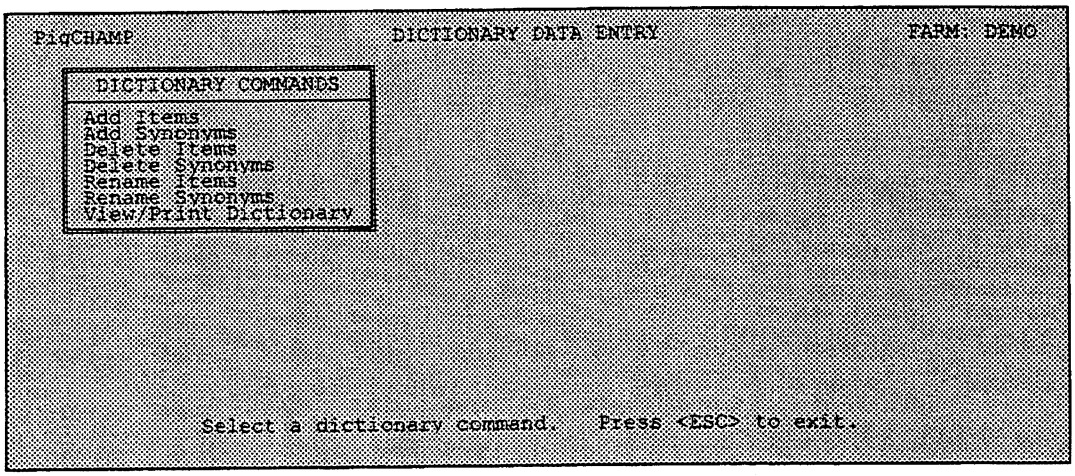
The Dictionary is a list of all the possible names you can enter into a certain field, such as animal diseases or drug names. The PigCHAMP program contains more than 50 unique dictionary groups which list such items as event names, death reasons, genetics IDs, diseases, etc. You can add names or enter synonyms to many of these lists to improve your operation of the program. (Some dictionary lists are closed; that is, you are not able to add or edit any of the items.)

The following are examples of some changes you might make:

- The abbreviation for the Pig Deaths Event is PD. If you are a touch-typist, but you keep your right hand on the number pad for data entry, you may find it inconvenient to type the abbreviation PD every time you enter a piglet death. Using the Dictionary, you can add a synonym that is easier to type (DE, for example). Similarly, the synonym FO for FOSTER could be changed to FS or FT. You can also use numbers as synonyms. This is useful if you wish to use the number pad for data entry. However, you must be careful not to give more than one event or dictionary item the same number.

- The list of pig death reasons may contain names or expressions that you do not usually use. Using the Dictionary, you can rename the death reasons to match your own terminology. For example, Splay in place of Spraddle Leg, Peanut Pig in place of Runt, Aujeszky's in place of Pseudorabies.

You begin dictionary data entry by pressing <D> and <Enter> at the DATA ENTRY menu. You will see the following screen:

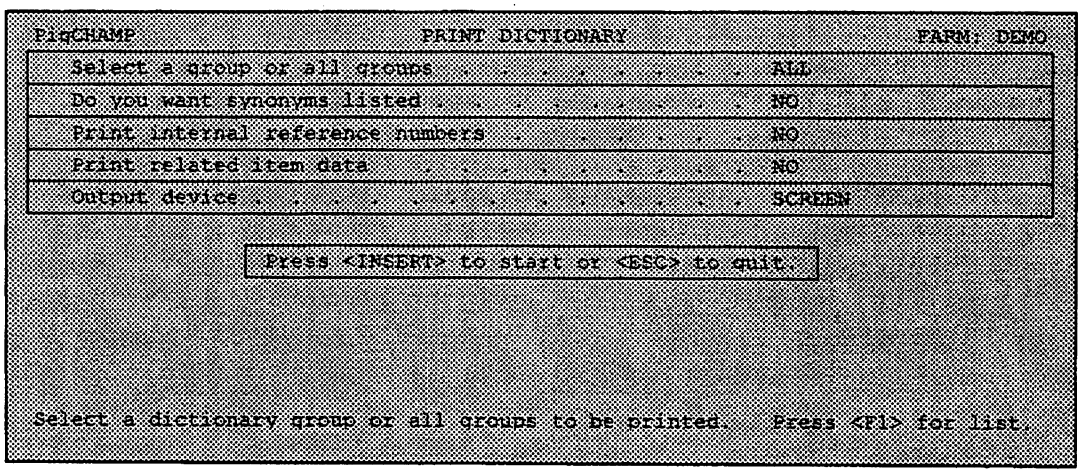


DICTIONARY DATA ENTRY Menu

There are seven choices for you to select from, depending on the operation you wish to perform. Each selection is explained below, with some important notes of interest to you.

View/Print Dictionary

With this option, you can View or Print the contents of the entire dictionary. In the Dictionary commands menu, select View/Print Dictionary and press <Enter>. You will see the following screen:



Select a Group or All Groups

Press <F1> to view a list all the available Dictionary Groups. Select only the group you would like to view or print or accept the default setting ALL to View/Print the entire Data Dictionary.

Do You Want Synonyms Listed

Press <F1> to view a list of the choices, either YES or NO. If you select YES, all the synonyms for terms in the dictionary will be printed.

Print Internal Reference Numbers

Press <F1> to view a list of the choices, either YES or NO. If you select YES, all the internal reference numbers (numbers that are used within the PigCHAMP program to locate the items in the Data Dictionary) will be printed. These numbers will be of little value to you; however, they are of value if a problem should develop with the operation of the Data Dictionary and programming technical support is needed.

NOTE: If you are running PigCHAMP and are using more than one language, you must add the equivalent items to each language dictionary so that the numbers are identical in each. Failure to do so will produce errors in any report using the mismatched items.

Print Related Item Data

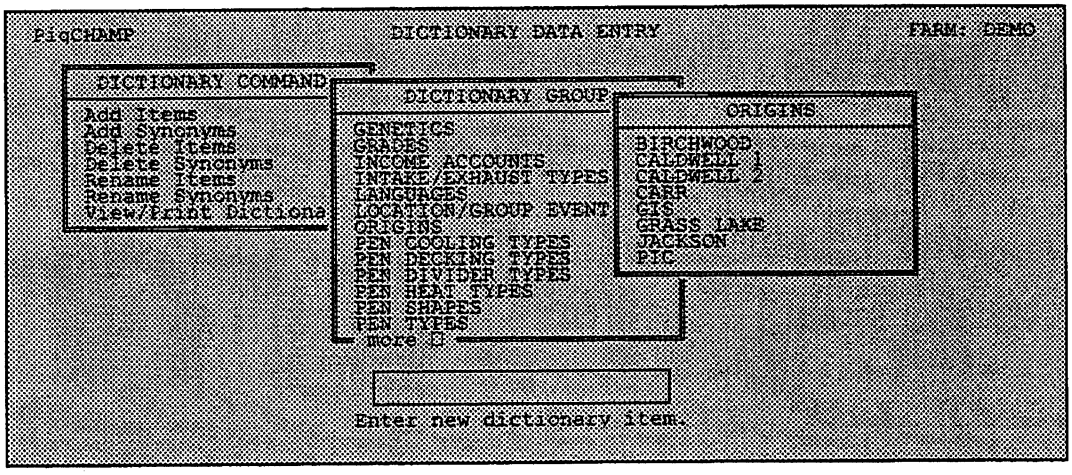
Press <F1> to view a list of the choices, either YES or NO. If you select YES all the related data for that item will be printed. For example, if you wish to Add Items to the Genetics Group in the Data Dictionary, successive pop-up menus will display a list of related genetic groups and a separate list of the grandparents' genetics.

Output Device

Press <F1> to view a list of the choices, either SCREEN, PRINTER or ASCII FILE.

Once you have selected the options you want from the above screen, press <Insert> to initiate Viewing or Printing the Data Dictionary. A partial screen of the Data Dictionary follows:

PigCHAMP DICTIONARY DATA ENTRY Screen



The screen displays all of the dictionary groups used in the PigCHAMP program in the left column; in the right column, the possible synonyms that comprise the group are shown.

NOTE: We recommend that you scroll through the dictionary groups to familiarize yourself with the terms and phrases. For a complete listing of the PigCHAMP Program-Defined Dictionaries, refer to the appendix.

Once you feel comfortable with scrolling through the list, press <Esc> to return to the DICTIONARY COMMANDS menu.

Add Items

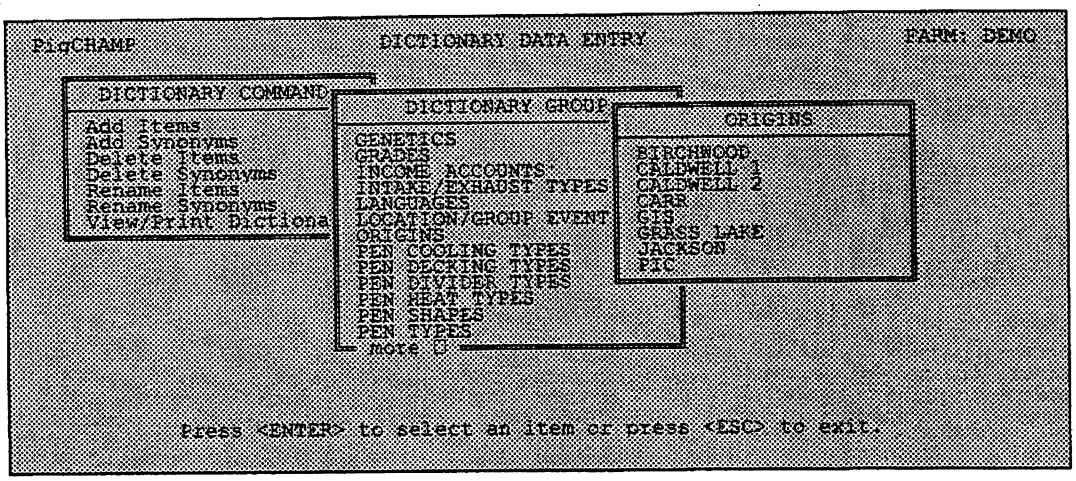
If you want to add items to a dictionary group, do the following. Select Add Items from the DICTIONARY COMMANDS menu, and press <Enter>. Select the group you want to work with, for example, the group titled ORIGINS. When you have selected the group, press <Enter>.

NOTE: You cannot add items to any of the following groups:

Expense Categories
Feed Stages
Feed Types
Location/Group Events
Ingredient Events
Pig Purchase Types
Pig Sales Types
Preg Test Results
Sales Destinations Types
Sex
Sow/Boar Events
Sow/Boar Removal Types
Sow/Boar Status
Stage Types

These groups contain reserved names. You can add synonyms for them, and you can rename them, but *you cannot add items to these groups or delete items from the groups.*

If you selected ORIGINS, you should see the following screen:

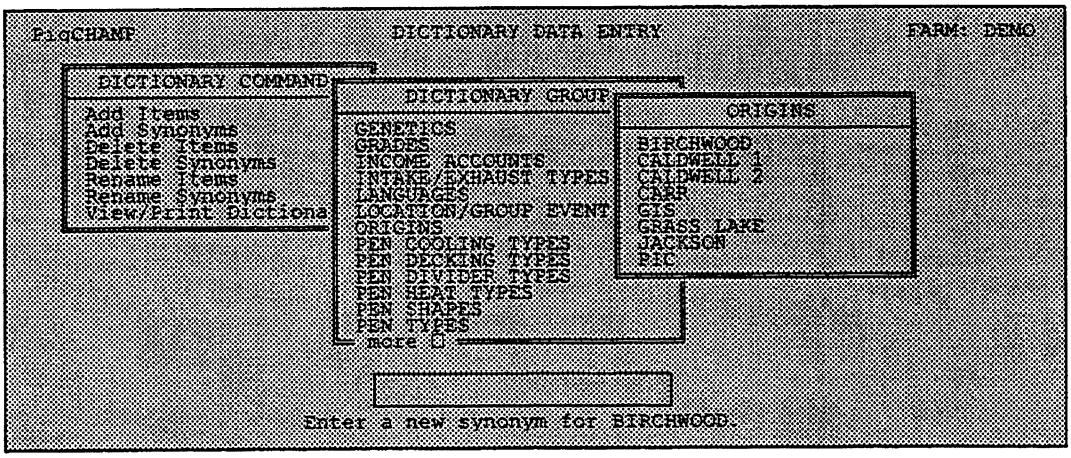


At this point, add a new dictionary item for the group ORIGINS and press <Enter>. The item you added to the list will become a part of the dictionary and will appear in the box under the word ORIGINS.

Add Synonyms

This dictionary command enables you to create a synonym for an existing name. For example, a synonym for "farrowing" could be "pigging."

If you want to add synonyms to a dictionary group, do the following. Select Add Synonyms from the DICTIONARY COMMANDS menu, and press <Enter>. Select the group you want to work with. An example would be FLOORING TYPE. When you have selected the group, press <Enter> again. A list of the types of flooring contained in the PigCHAMP DATA DICTIONARY will be displayed. Using the <↓> key, move through the list until you select the type of flooring for which you want to add a synonym. Press <Enter> and the box will appear at the bottom of the screen, prompting you to add the new synonym. A sample screen is shown:

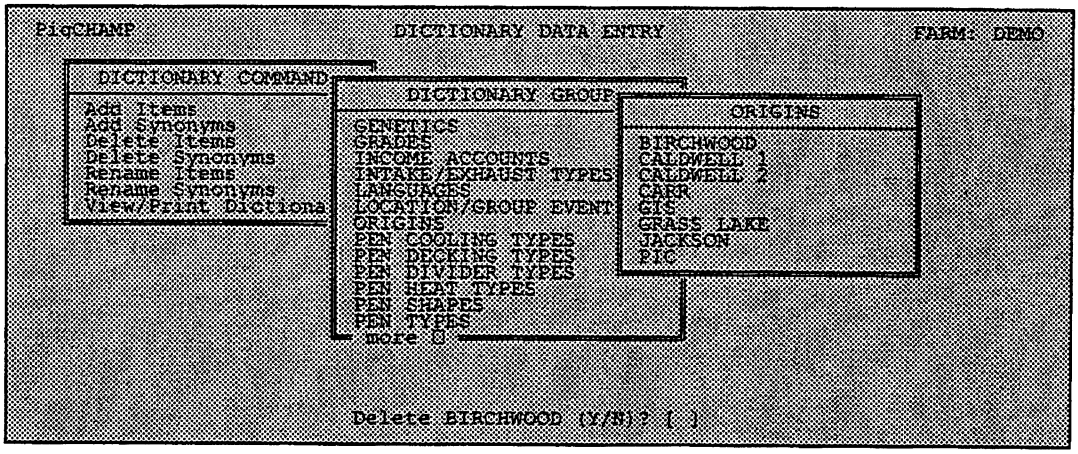


You may enter many synonyms for an existing name, all of which will be shown in the list. However, we caution against adding more than two synonyms for one name, because confusion may result during data entry. You also run the risk of taking up space in the program that has been allocated for additional synonyms.

During data entry, you must type enough characters for the synonym or abbreviation so that it is specific to one unique term, event or value. This is a very important point to remember. If, during the course of data entry, PigCHAMP encounters a synonym or abbreviation without a unique match on the dictionary list, a window will pop up on the screen. This window will display a list of the primary dictionary terms in alphabetical order. If your synonym or abbreviation is not a unique match or substitute for a word on the list, the menu prompts you to select the proper primary term.

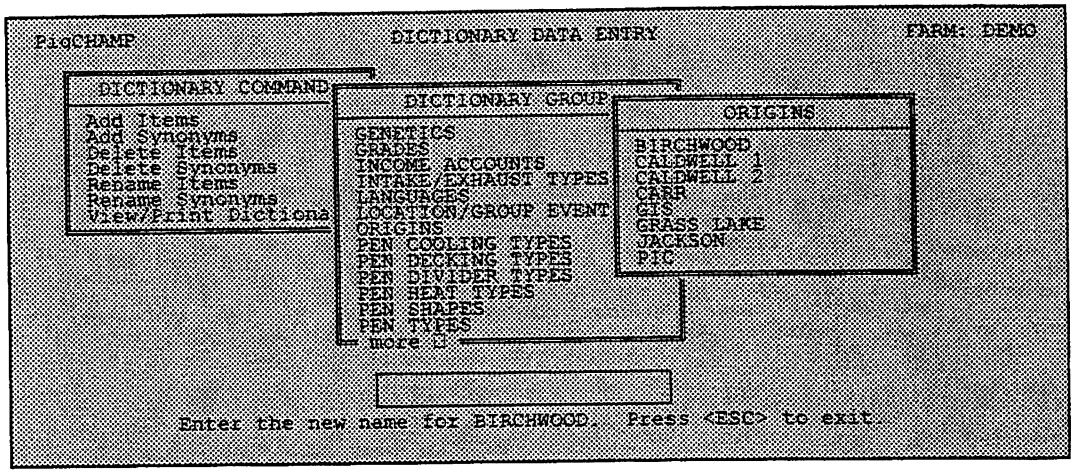
Delete Items/ Delete Synonyms

These commands enable you to delete items and/or synonyms that you have added to the dictionary (you cannot delete program-defined names). From the DICTIONARY COMMAND menu, select either Delete Items or Delete Synonyms. Successive menus will pop up as before; from the DICTIONARY GROUP menu select the group that contains the added items and/or added synonyms that you have entered and would now like to delete. Highlight the selection and answer the screen prompt, Y or N. Your screen will appear as shown:



Rename Items/Rename Synonyms

These commands enable you to rename items and/or synonyms that you have added to the dictionary. Predefined names cannot be removed from the dictionary. From the DICTIONARY COMMAND menu, select either Rename Items or Rename Synonyms. Select the group that contains the added items or synonyms that you have entered and now wish to rename.



Appendix A: Record Events and Data Fields

The following is an alphabetical listing of the events used in SOW/BOAR Records and the Data Fields that go with each Event. For all SOW/BOAR Records, the first three data fields are the same: ID; DATE (of Event); EVENT (Name). The letters (R) and (O) signify data fields in which information is required (R) or optional (O). Some "(R)" fields may be set to "(0)" which is considered "missing."

(R) = Required
(O) = Optional

EVENT	EVENT DATA
ABORTION	No Additional Data Fields
AI	Boar ID (O) Technician (O) Hour (O)
BOAR IN	Boar ID (O) Observer (O) Hour (O)
BOAR OUT	Hour (O)
CONDITION	Score (R) Weight (O) Backfat (O)
DISEASE	Disease (R)

ENTER	Entry Parity (R) Sex (R) True Entry Date (R)
FARROW	Born Alive (R) Stillborn (R) Mummies (R) Total Weight (O) Litter ID (O) Induced (O) Barn (O) Room (O) Pen (O)
FOSTER	Piglets (+/-) (R) Reason (O)
GENERAL	Type (O) Comment (O)
GROUP	Group ID (O)
HEAT NO SERVICE	No Additional Data Fields
LITTER WEIGHT	Piglets (R) Total Litter Wt (R)
LOCATION	Barn, Room, Pen (R)
LOST TAG	No Additional Data Fields
MATING	Boar ID (O) Observer (O) Hour (O)
NOT IN PIG	No Additional Data Fields
NURSE ON	Piglets (R)
NURSE OFF	Piglets (R)
PART WEAN	Piglets (R) Total Weight (R)
PIG DEATHS	Piglets (R) Reason (O)

PREG. EXAM	Result (R)
REMOVE	Removal Type (R) Pri. Reason (O) Sec. Reason (O) Removal ID (R)
SKIP HEAT	No Additional Data Fields
TO BE CULLED	Reason (O)
TREATMENT	Type (R)
WEAN	Piglets (R) Total Weight (R)

Group/Location Records - Events and Data Fields

The following is an alphabetical listing of the events used in Group/Location Records and the Data Fields that go with each Event. For all GROUP Records, the first three data fields are the same: ID; DATE (of Event); EVENT (Name). For all LOCATION Records, the first 5 data fields are the same: BARN; ROOM; PEN; DATE of Event; EVENT (Name). The letters (R) and (O) signify data fields in which information is required (R) or is optional (O).

(R) = Required
(O) = Optional

EVENT	EVENT DATA
BACKFAT	Pigs (R) Average Backfat (R)
BEGIN GROUP	Barn (R) Room (R) Pen (R)
BEGIN LOCATION	Inventory (R) Inventory Weight (O)
BOARS IN	Pigs (R) Total Weight (O) Source Barn (O) Source Room (O) Source Pen (O)
BOARS OUT	Pigs (R) Total Weight (O) Dest. Barn (O) Dest. Room (O)

	Destination Pen (O)
DEATH	Pigs (R) Total Weight (R) Reason (O)
DESTROYED	Pigs (R) Total Weight (R) Reason (O)
END GROUP	(No Additional Data Fields)
EXPENSE	Account (R) Amount (R)
FEED IN	Feed ID (R) Weight (R) Total Cost (R)
FEED OUT	Feed ID (R) Weight (R) Total Cost (R)
FEED INV	Feed ID (R) Weight (R) Total Cost (R)
GENERAL	Type (O) Comment (O)
GILTS IN	Pigs (R) Total Weight (O) Dest. Barn (O) Dest. Room (O) Destination Pen (O)
GILTS OUT	Pigs (R) Total Weight (O) Dest. Barn (O) Dest. Room (O) Destination Pen (O)
GRADE	Pigs (R) Grade (R)
INCOME	Account (R) Amount (R)
INDEX	Pigs (R)

MOVE BOARS	Pigs (R) Total Weight (O) Dest. Barn (R) Dest Room (R) Destination Pen (R)
MOVE GILTS	Pigs (R) Total Weight (O) Dest. Barn (R) Dest Room (R) Destination Pen (R)
MOVE IN	Pigs (R) Total Weight (O) Source (Group ID) Source Barn (O) Source Room (O) Source Pen (O)
MOVE OUT	Pigs (R) Total Weight (O) Destination (Group ID) (O) Dest Barn (O) Dest Room (O) Dest Pen (O)
MOVE PIGS	Pigs (R) Total Weight (O) Destination Group ID (R) Dest. Barn (R) Dest. Room (R) Dest Pen (R)
NEW LOCATION	Pigs (R) Total Weight (O) New Barn (R)
PIG INVENTORY	Inventory (R) Inventory Weight (O)
PURCHASE	Purchase Type (R) Pigs (R) Total Weight (O) Total Cost (O) Origin (O)
REMOVAL	Pigs (R) Total Weight (O)

	Removal Type (O)
SALES	Sales Type (R) Pigs (R) Total Carcass Weight (R) Total Live Weight (R) Gross Receipts (R) Direct/Buy Station (O) Destination (O)
TREATMENT	Treatment (R) Cost (O)
WEANED IN	Pigs (R) Total Weight (O) Average Age (O)
YIELD	Pigs (R) Yield (R)

Feed Records - Events and Data Fields

The following is an alphabetical listing of the events used in FEED Records and the Data Fields that go with each Event. For all FEED Records, the first three data fields are the same: ID; DATE (of Event); EVENT (Name). The letters (R) and (O) signify data fields in which information is required (R) or optional (O).

(R) = Required
(O) = Optional

EVENT	EVENT DATA	
BEGIN FEED	Begin Inv (R) Cost (O)	
IN	Weight (R)	Cost (O)
INVENTORY	Weight (R)	Cost (O)
OUT	Weight (R)	Cost (O)
REMOVE	No Additional Event Fields	
USE	Weight (R) Cost (O)	

Appendix B: Program Dictionary

ACCOUNT CATEGORIES

ACCRUAL	CASH
PAPER	NOT SPECIFIED

AIR TEMPERING METHODS

ADJACENT PIG SPACE	AIR TUBE, INSIDE BUILDING
AIR TUBE, UNDERGROUND	ATTIC
HALLWAY	HALLWAY, UNHEATED
HEAT EXCHANGER	NONE
OTHER	

ALL OUT FREQUENCY

ALL GROUPS (90%+)	FEW GROUPS (< 10%)	MOST GROUPS (50-89%)
NO GROUPS	SOME GROUPS (10-49%)	

BREEDING SYSTEMS

BOAR HOUSED IN BREEDING PEN	CONNOR
CONNOR, MODIFIED	FENCELINE BOAR STALL
HEMSWORTH	LEVIS
LUBBOCK, 4:1	LUBBOCK, 5:1
LUBBOCK, MODIFIED, 15-51	LUBBOCK, MODIFIED, 4:1:4
LUBBOCK, MODIFIED, 4:1:5	OTHER

COMMENT TYPES

FLAG

DICTIONARY GROUPS

ACCOUNT CATEGORIES	AIR TEMPERING METHODS
ALL OUT FREQUENCY	BREEDING SYSTEMS
COMMENT TYPES	DICTIONARY GROUPS
EXPENSE ACCOUNTS	EXPENSE CATEGORIES
DICTIONARY GROUPS (Continued)	
FARM FEEDING SYSTEMS	FARM PRODUCTION SYSTEMS
FARM WASTE SYSTEMS	FARROWING SCHEDULE
FEED RECORD EVENTS	FEED TYPES
FEEDER STYLES	FEEDER/WATERER LOCATIONS
FEEDING FREQUENCIES	FLOORING TYPES
FOSTER REASONS	GENETICS

GRADES	INCOME ACCOUNTS
INTAKE/EXHAUST TYPES	LANGUAGES
LOCATION/GROUP EVENTS	ORIGINS
PEN COOLING TYPES	PEN DECKING TYPES
PEN DIVIDER TYPES	PEN HEAT TYPES
PEN SHAPES	PEN TYPES
PIG DEATH/DISEASE REASONS	PIG FLOW METHODS
PIG PURCHASE TYPES	PIG REMOVAL TYPES
PIG SALE TYPES	PIGLET DEATH REASONS
PREG TEST RESULTS	PRODUCTION TYPES
RATION TYPES	ROOM COOLING TYPES
ROOM HEAT TYPES	SALE DESTINATION TYPES
SALE DESTINATIONS	SEX
SOW/BOAR EVENTS	SOW/BOAR REMOVAL REASONS
SOW/BOAR REMOVAL TYPES	SOW/BOAR STATUS
STAGES OF PRODUCTION	TREATMENTS
VENTILATION TYPES	WASTE REMOVAL SYSTEMS
WATERER STYLES	WORKERS

EXPENSE ACCOUNTS

CONTRACT, FAR/FDR	CONTRACT, FAR/FIN
CONTRACT, FAR/WN	CONTRACT, FDR/FIN
CONTRACT, WN/FDR	CONTRACT, WN/FIN
DEPREC, *	DEPREC, BREEDING STOCK
DEPREC, BUILDINGS	DEPREC, EQUIPMENT
DEPREC, IMPROV/REMOD	DEPREC, OTHER OFFICE
DEPREC, SITE/S. PREP	FEED, STORE/PREP/DEL
HEALTH, *	HEALTH, BIOLOGICALS
HEALTH, INJECT/WATER MED	HEALTH, OTHER
INTEREST, *	INTEREST, LONG TERM
INTEREST, OPERATING	INTEREST, OTHER
LABOR/MGT, *	LABOR/MGT, HIRED WAGES
LABOR/MGT, L EMPMT EXP	LABOR/MGT, M EMPMT EXP
LABOR/MGT, MGT SALARIES	LABOR/MGT, OWNER
LEASE/RENT, *	LIVESTOCK, BRDG, OTHER
OTHER, *	REP/MAINT, *
REP/MAINT, BLDGS & SITE	REP/MAINT, EQUIPMENT
SERVICE, DIAG/TESTING	SERVICE, OTHER
SERVICE, OTHER PROF.	SERVICE, VETERINARY
SHIP/TRUCK, *	SHIP/TRUCK, BRDG PURC.
SHIP/TRUCK, BRDG SALES	SHIP/TRUCK, GRO PURC.
SHIP/TRUCK, GRO SALES	SUPPLIES, *
SUPPLIES, BEDDING	SUPPLIES, HOG
SUPPLIES, OFFICE	TAX/INS, *
TAX/INS, INSURANCE	TAX/INS, PROPERTY TAX
UTILS, *	UTILS, ELECTRIC
UTILS, FUEL	UTILS, LP/PROPANE
UTILS, OTHER	UTILS, PHONE
UTILS, WATER	WASTE, *

EXPENSE CATEGORIES

FIXED COSTS	VARIABLE COSTS, FEED
VARIABLE COSTS, OTHER	VARIABLE COSTS, PURCHASES

FARM FEEDING SYSTEMS

ALL FEED IS DELIVERED	MIX OF DELIVERED/ON-FARM
PORTABLE GRINDER/MIXER	STATIONARY MILL, SCALED/BATCH
STATIONARY MILL, VOLUMETRIC	

FARM PRODUCTION SYSTEMS

1 SITE (FA->FD)	1 SITE (FA->FI)

1 SITE (FD->FI)	2 SITE (FA->FD,FD->FI)
2 SITE (FA->WN,WN->FI)	3 SITE (FA->WN,WN->FD,FD->FI)
COMBINATION OF ABOVE	

FARM WASTE SYSTEMS

SOLID MANURE, SPREADER	LAGOON, SINGLE-STAGE
LAGOON, THREE-STAGE	LAGOON, TWO-STAGE
NONE, LOCATION-SPECIFIC	OUTSIDE CONCRETE, ABOVE GROUND
OUTSIDE CONCRETE, BELOW GROUND	SLURRY STORE

FARROWING SCHEDULE

EVERY 10 OR MORE WEEKS	EVERY 2 1/2 WEEKS
EVERY 2 WEEKS	EVERY 3 1/2 WEEKS
EVERY 3 WEEKS	EVERY 4 1/2 WEEKS
EVERY 4 WEEKS	EVERY 5 WEEKS
EVERY 6 WEEKS	EVERY 7 WEEKS
EVERY 8 WEEKS	EVERY 9 WEEKS
WEEKLY/CONTINUOUS	

FEED RECORD EVENTS

BEGIN FEED	IN	INVENTORY	OUT	REMOVE
USE				

FEED TYPES

BASEMIX	COMPLETE FEED	ENERGY
MEDICATION	PREMIX	PROTEIN
SUPPLEMENT		

FEEDER STYLES

DROP, FLOOR	DRY, RECTANGULAR, HIGH CAPACIT
DRY, RECTANGULAR, LOW CAPACITY	DRY, ROUND, HIGH CAPACITY
DRY, ROUND, LOW CAPACITY	OTHER
SLURRY, LIQUID	WET
WET/DRY	

FEEDER/WATERER LOCATIONS

OUTSIDE, CENTER OF PEN	OUTSIDE, FENCELINE	UNDER ROOF, CENTER OF PEN
UNDER ROOF, FENCELINE		

FEEDING FREQUENCIES

AD-LIB (CONTINUOUS)	LIMIT, 1X/DAY
LIMIT, 2X/DAY	LIMIT, 3X/DAY
LIMIT, 4X/DAY	LIMIT, 5-9X/DAY
LIMIT, GREATER THAN 9X/DAY	

FLOORING TYPES

COMBINED_CONCR/PLASTIC COATED	COMBINED_CONCRETE/OTHER
COMBINED_CONCRETE/STEEL	COMBINED_CONCRETE/WIRE
COMBINED_PARTIAL CONCRETE SLAT	COMBINED_SOLID/PERF, OTHER
COMBINED_STEEL/OTHER	COMBINED_STEEL/PLASTIC COATED
COMBINED_STEEL/WIRE	COMBINED_WIRE/OTHER
COMBINED_WIRE/PLASTIC COATED	NO FLOOR, DIRT
PERFORATED,	PERFORATED, ALUMINUM

PERFORATED, CAST IRON	PERFORATED, COMBINATION	
PERFORATED, CONCRETE	PERFORATED, FIBERGLASS	
PERFORATED, OTHER	PERFORATED, PLASTIC-COATED	
PERFORATED, STEEL	PERFORATED, WIRE	
PERFORATED, WOOD	SOLID, CONCRETE	
SOLID, METAL	SOLID, OTHER	
SOLID, PLASTIC	SOLID, WOOD	

FOSTER REASONS

LITTER SIZE	PIG WEIGHT	POOR SOW

GENETICS

BABCOCK C LINE	BABCOCK F LINE	BABCOCK GILT
BABCOCK MEAT	BERKSHIRE	CHESTER WHITE
DK30	DK31	DK33
DK51	DK61	DK63
DK77	DK88	DKRA
DUROC	FH 161	FH 292
FH 454	FH 545	FH 616
FH 929	FH CX	FH M-1
FH M-2	FH M-3	HAMPSHIRE
LANDRACE	LARGE BLACK	LARGE WHITE
LIESKE	MIDDLE WHITE	PIC BLACK LINE
PIC CAMBOROUGH	PIC CAMBOROUGH 15	PIC CAMBOROUGH BLUE
PIC H-Y	PIC L24	PIC L26
PIC L31	PIC L33	PIETRAIN
POLAND CHINA	SADDLEBACK	SPOT
TAMWORTH	WELSH	YORKSHIRE

GRADES

No names defined for this group.

INCOME ACCOUNTS

CONTRACT, FAR/FDR	CONTRACT, FAR/FIN	
CONTRACT, FAR/WN	CONTRACT, FDR/FIN	
CONTRACT, WN/FDR	CONTRACT, WN/FIN	
OTHER INCOME	OTHER LIVESTOCK	
SALES, BREEDING BOARS	SALES, BREEDING GILTS	
SALES, BREEDING PREG. F.	SALES, FEEDER PIGS	
SALES, MARKET WT.	SALES, PRE-MARKET WT.	
SALES, WEANER PIGS	SALVAGE, CULL BOARS	
SALVAGE, CULL GILTS	SALVAGE, CULL SOWS	

INTAKE/EXHAUST TYPES

CHIMNEY	CURTAINS	DOORS/FLAPS	FAN (S)	NONE
OTHER	RIDGE VENT	SLOT	TUBES	

LANGUAGES

ENGLISH	FRENCH	SPANISH	SWEDISH

LOCATION/GROUP EVENTS

BACKFAT	BEGIN GROUP	BEGIN LOC
BOARS IN	BOARS OUT	DEATH
DESTROYED	END GROUP	EXPENSE
FEED IN	FEED INV	FEED OUT
GENERAL	GILTS IN	GILTS OUT
GRADE	INCOME	INDEX

MOVE BOARS	MOVE GILTS	MOVE IN
MOVE OUT	MOVE PIGS	NEW LOC
PIG INV	PURCHASE	REMOVAL
SALES	TREATMENT	WEANED IN
YIELD		

ORIGINS

No names defined for this group.

PEN COOLING TYPES

DRIPPERS	FOGGERS / MISTERS
INDIVIDUAL ANIMAL FANS	NONE
OTHER	SNOUT COOLERS / AIR TUBE
SPRINKLERS	

PEN DECKING TYPES

1_SINGLE-LEVEL	2_DOUBLE-LEVEL	3_TRIPLE-LEVEL

PEN DIVIDER TYPES

ALL PERFORATED	ALL SOLID
PART SOLID/PERFORATED	

PEN HEAT TYPES

FLOOR HEAT, WATER	HEAT LAMPS, ELECTRIC	HEAT PADS, ELECTRIC
HEAT PADS, HOT WATER	NO SUPPLEMENTARY HEAT	OTHER
RADIANT, GAS-FIRED		

PEN SHAPES

FAR, DIAGONAL	FAR, ECCENTRIC	FAR, OTHER
FAR, RECTANGLE	FAR, TRIANGULAR	GF, OTHER
GF, RECTANGLE	GF, ROUND	GF, SQUARE
GF, TRIANGULAR		

PEN TYPES

BRDG, COMBINATION	BRDG, CRATE, STANDARD
BRDG, CRATE, TURN-AROUND	BRDG, OPEN LOT/PASTURE
BRDG, OTHER	BRDG, PENS, INSIDE
BRDG, PENS, OUTSIDE	BRDG, TETHERS
FAR, CRATE, BOW BAR	FAR, CRATE, MULTIPLE FINGERS
FAR, CRATE, ONE FINGER	FAR, CRATE, PROCTOR
FAR, CRATE, STAIGHT SIDE	FAR, OPEN LOT/PASTURE/TIMBER
FAR, OTHER	FAR, PASTURE, A-HUT/ONE SOW
FAR, PASTURE, MULTIPLE SOW HUT	FAR, PEN, IN/OUT, MULT SOWS
FAR, PEN, IN/OUT, ONE	FAR, PEN, MULTIPLE SOWS
FAR, PEN, ONE SOW	

PIG DEATH/DISEASE REASONS

ABCESS	ACCIDENT
ACTINOBACILLUS SUIS	ACUTE HEART FAILURE
AFRICAN SWINE FEVER	ATROPHIC RHINITIS

AUDITORY/VISUAL	BODY CONDITION
BRUCELLOSIS	CANNIBALISM
CARDIOVASCULAR	CENTRAL NERVOUS
CHRONIC MANGE	CONJUNCTIVITIS/EYE INFECTION
CONSTIPATION	CORYNE SUIS
CUTS/LACERATIONS	DIARRHEA, ACUTE
DIARRHEA, CHRONIC	DOWNER
E COLI	ELECTROCUTION
ERYSIPELAS	FOOT AND MOUTH
GASTROINTESTINAL	GREASY PIG
HAEMOPHILUS PARASUIS	HAEMOPHILUS PP
HEAD TILT/EYE INFECTION	HEMMORHAGIC BOWEL
HEMMORHAGING	HERNIA/RUPTURE
HOG CHOLERA	INFLUENZA
INJURY	JOINT INFECTION
LAMENESS	LEPTOSPIROSIS
MENINGITIS	METABOLIC DISEASE
METRITIS	MULTIPLE SYSTEMS
MUSCULOSKELETAL	MYCOPLASMA HYOPNEIMONIAE
MYCOPLASMA HYORHINIS	NUTRITIONAL
OFF FEED	OSTEOCHONDROSIS
OTHER	PARAKERATOSIS/ZINC DEFICIENCY
PARASITES, INTERNAL	PARVOVIRUS
PASTEURELLA	PERICARDITIS
PERITONITIS	PLEURITIS
PNEUMONIA, ACUTE	PNEUMONIA, CHRONIC
POLYSEROSITIS	PROIFERATIVE ENTERITIS
PSEUDORABIES	PUFFER SOW
RECTAL PROLAPSE	RECTAL STRICTURE
RESPIRATORY	SALMONELLA
SALT POISONING-WATER DEPRIVATI	SEPTICEMIA, INTERNAL ABCESSES
SKIN INFECTION	SKIN ULCERS
SKIN-CUTANEOUS	STREP SUIS
STRESS SYNDROME	SUFFOCATION
SWINE DYSENTERY	TGE
TOXICITY, MYCOTOXINS	TOXICITY, OTHER
TWISTED GUT	ULCER
UNSOUNDNESS	UNTHRIFTY
URINARY INFECTION	UROGENITAL
UTERINE PROLAPSE	VAGINAL PROLAPSE
VEGETATIVE ENDOCARDITIS	VITAMIN E-SELENIUM DEFICIENCY
VULVAR DISCHARGE	

PIG FLOW METHODS

ALL IN / OUT, BY BLDG	ALL IN / OUT, BY ROOM
ALL IN / OUT, BY SITE	CONTINUOUS FLOW
GRADUAL IN / ALL OUT, BY BLDG	GRADUAL IN / ALL OUT, BY ROOM
GRADUAL IN / ALL OUT, BY SITE	

PIG PURCHASE TYPES

BOAR	FEEDER PIG	GILT	SOW	WEANER PIG

PIG REMOVAL TYPES

BUTCHERED	TRANSFERRED

PIG SALE TYPES

BREEDING BOAR	BREEDING GILT	BREEDING SOW
CULL BOAR	CULL GILT	CULL SOW
FEEDER PIG	MARKET	PRE-MARKET
WEANER PIG		

PIGLET DEATH REASONS

BLEEDING	BLIND ANUS	CHILLING
CLOSTRIDIA	COCCIDIOSIS	CONGENITAL
DEFORMED	E COLI	GREASY PIG
INJURY/TRAUMA	JOINT INFECTION	LAID ON
LOW VIABILITY	MENINGITIS	OTHER
OTHER DISEASE	ROTAVIRUS	RUNT
RUPTURES	SAVAGED	SCOURS
SEPTICEMIA	SHAKER	SPRADDLE LEG
STARVATION	STEPPED ON	STREP SUIS
TGE	UMBILICAL INFECTION	

PREG TEST RESULTS

INCONCLUSIVE	NEGATIVE	POSITIVE

PRODUCTION TYPES

FARROW TO FEEDER PIG	FARROW TO FINISH	FARROW TO WEANING
FEEDER PIG TO FINISH	WEANING TO FEEDER PIG	WEANING TO FINISH

RATION TYPES

BREEDING	CREEP	FARROWING	FINISHING	GESTATION
GILT DEV.	GROWING	NURSERY		

ROOM COOLING TYPES

AIR CONDITIONING	EVAPORATIVE COOLING/COOL CELLS
FANS, HORIZONTAL, PADDLE	FANS, VERTICAL, CIRCULATING
FANS, VERTICAL, WALL	NONE
OTHER	PASTURE SHADES
WALLOWS	

ROOM HEAT TYPES

ELECTRIC	GAS (LP, PROPANE, NATURAL)
HOT WATER	NO SUPPLEMENTARY HEAT
OTHER	WOOD

SALE DESTINATION TYPES

BUYING STATION	DIRECT

SALE DESTINATIONS

No names defined for this group.

SEX

FEMALE	MALE

SOW/BOAR EVENTS

ABORTION	AI	BOAR IN	BOAR OUT	CONDITION
DISEASE	ENTER	FARROW	FOSTER	GENERAL
GROUP	HEAT NS	LITTER WT	LOCATION	LOST TAG
MATING	NOT IN PIG	NURSE OFF	NURSE ON	PART WEAN
PIG DEATHS	PREG. EXAM	REMOVE	SKIPHEAT	TO BE CULL

TREATMENTS	WEAN

SOW/BOAR REMOVAL REASONS

ABCESS	ABNORMAL PIGS
ABORTED	ACCIDENT
ACTINOBACILLUS SUIS	ACUTE HEART FAILURE
AFRICAN SWINE FEVER	AGALACITIA
ATROPHIC RHINITIS	AUDITORT/VISUAL
BEHAVIOR PROBLEM	BOAR FERTILITY
BOAR LIBIDO	BODY CONDITION
BRUCELLOSIS	CANNIBALISM
CARDIOVASCULAR	CENTRAL NERVOUS
CHRONIC MANGE	CONJUNCTINITIS/EYE INFECTION
CONSTIPATION	CORYNE SUIS
CUTS/LACERATIONS	DEAD OR MUMMIFIED LITTER
DEPOPULATION	DIARREHEA, ACUTE
DIARRHEA, CHRONIC	DID NOT CONCEIVE
DIFFICULT FARROWING	DISEASE IN LITTER
DOWNER	E COLI
ELECTROCUTION	ERYSIPELAS
FAIL TO FARROW	FARROWING PRODUCTIVITY
FERTILITY, BOAR	FERTILITY, SOW
FOOT AND MOUTH	FOUND NOT PREGNANT
GASTROINTESTINAL	GENETICS
GREASY PIG	HAEMOPHILUS PARASUIS
HAEMOPHILUS PP	HEAD TILT/EYE INFECTION
HEMMORHAGIC BOWEL	HEMMORHAGING
HERNIA/RUPTURE	HOG CHOLERA
HYSTERIA/SAVAGING	INFLUENZA
INJURY	JOINT INFECTION
LACTATION-WEANING PRODUCTIVITY	LAMENESS
LEPTOSPIROSIS	MANAGEMENT
MARKET CONDITIONS OR TAXES	MASTITIS, ACUTE
MASTITIS, CHRONIC	MENINGITIS
METABOLIC DISEASE	METRITIS
MULTIPLE SYSTEMS	MUSCULOSKELETAL
MYCOPLASMA HYOPNEUMONIAE	MYCOPLASMA HYORHINIS
NO HEAT	NUTRITIONAL
OFF FEED	OLD AGE / PARITY
OSTEOCHONDROSIS	OTHER
PARAKERATOSIS/ZINC DEFICIENCY	PARASITES, INTERNAL
PARVOVIRUS	PASTEURELLA
PERICARDITIS	PERITONITIS
PLEURITIS	PNEUMONIA, ACUTE
PNEUMONIA, CHRONIC	POLYSEROSITIS
PREGNANCY CHECK NEGATIVE	PROGENY PERFORMANCE
PROLIFERATIVE ENTERITIS	PSEUDORABIES
PUFFER SOW	RECTAL PROLAPSE
RECTAL STRICTURE	RESPIRATORY
RETAINED PIGS	SALMONELLA
SALT POISONING-WATER DEPRIVATI	SEPTICEMIA, INTERNAL ABCESSES
SIZE	SKIN INFECTION
SKIN ULCERS	SKIN-CUTANEOUS
SMALL LITTER SIZE	SMALL/WEAK PIGS
STREP SUIS	STRESS SYNDROME
SUFFOCATION	SWINE DYSENTERY
TEST AND REMOVE	TGE
TOXICITY, MYCOTOXINS	OXICITY, OTHER
TWISTED GUT	UDDER TRAUMA
ULCER	UNSOUNDNESS
UNTHRIFTY	URINARY INFECTION
UROGENITAL	UTERINE PROLAPSE
VAGINAL PROLAPSE	VEGETATIVE ENDOCARDITIS
VITAMIN E-SELENIUM DEFICIENCY	VULVAR DISCHARGE

SOW/BOAR REMOVAL TYPES

CULL	DEATH	DESTROYED	TRANSFER

SOW/BOAR STATUS

ACTIVE BOAR	DIAGNOSED NOT PREGNANT
DIAGNOSED PREGNANT	ENTERED
HEAT NS	INITIAL
LACTATING	NOT IN PIG
PEN MATED	PREGNANCY TERMINATED
REMOVED	REMOVED BOAR
SERVED	SERVED BEFORE WEANED
TO BE CULLED	WEANED

STAGES OF PRODUCTION

BREEDING	COLD NURSERY	FARROWING	FINISHING
GESTATION	GROW-FINISH	GROWING	HOT NURSERY
N-G-F	NURSERY	NURSERY-GROW	

TREATMENTS

ACEPROMAZINE	ALCHOHOL
ALTRENOGEST	AMIKACIN
AMITRAZ	AMMONIUM CHLORIDE
AMOXICILLIN	AMPICILLIN
AMPROLIUM	ANALGESIC/ANTIPYRETIC/ANTIHIST
ANTIMICROBIALS	ANTIPROTOZOALS/COCCIDIOSTATS
APRAMYCIN	ARSANILIC ACID
ASP 250	AZAPERONE
AZIMYCIN,DEXAMYCIN,DEXABIOTIC	BACITRACIN
BETAMETHASONE	BUTAZOLIDONE
CALCIUM BOROGLUCONATE	CARBADOX
CARBENICILLIN	CATAEGORY COMBINATIONS
CEFTIOFUKR	CEPHALOTHIN
CHLORAMPHENICOL	CHLORHEXIDINE
CHLORPHENIRAMINE MALEATE	CHLORTETRACYCLINE
CITRIC ACID	CLOPROSTENOL
CLOSTRIDIUM BCD ANTITOXIN	CLOSTRIDIUM C ANTITOXIN
CORTICOSTEROIDS	CSP 250
DECOQUINATE	DEXAMETHASONE
DICHLORVOS	DIHYDROSTREPTOMYCIN
DIMETRIDAZOLE	DINOPROST TROMETHAMINE
DIPYRONE	DISINFECTATNTS
DOXYCYCLINE	E. COLI ANTITOXIN
ELECTROLYTES	ENROFLOXACIN
EPINEPHRINE	ERYSIPELAS ANTISERUM
ERYSIPELAS-STREP ANTISERUM	ERYTHROMYCIN
ESTRADIOL	ESTROGEN
FENBENDAZOLE	FENPROSTALENE
FLUNIXIN MEGLUMINE	FOA 290
FOA 390	FSH
FUMARIC ACID	FURAZOLIDONE
FUROSEMIDE	GENTAMICIN
GLEPTOFERRAN	GNRH
HCG	HORMONES
HYDRALAZINE	HYGROMYCIN B
INNOVAR	IODINE
IPRONIDAZOLE	IRON DEXTRAN
ISOFLUPREDONE ACETATE	IVERMECTIN
KANAMYCIN	LEVAMISOLE
LH	LIDOCAINE
LINCOMYCIN	LINCOMYCIN-SPECTINOMYCIN
MALATHION	MONENSIN
NA ARSANILATE	NA IODIDE

NEOMYCIN	NEOSTIGMINE
NEOTERRA	NIACIN
NITROFURAZONE	OTHER
OTHER NUTRITIONAL	OXYTETRACYCLINE
OXYTOCIN	PARACITACIDES
PENICILLIN	PENICILLIN/DIHYDROSTREPTOMYCIN
PENTHION	PHENYLBUTAZONE
PHTHALAMIDE	PIPERAZINE
PLH	PMSG
PMSG-HCG	POLYMYXIN B
PREDNISOLONE	PROGESTERONE
PROMAZINE HCL	PRV ANTISERUM
PST	PURGATIVE
PYRANTEL TARTRATE	RONIDAZOLE
ROTAVIRUS ANTISERUM	ROXARSONE
SALINE	SELENIUM
SERA/ANTI-SERA/TOXINS/BODIES	SPECTINOMYCIN
STREP ANTISERUM	STREPTOMYCIN
SULFACHLORPYRIDAZINE	SULFADIMEDINE
SULFADIMETHOXINE	SULFAETHOXYPRIDAZINE
SULFAMETHAZINE	SULFASOXIZOLE
SULFATHIAZOLE	TESTOSTERONE
TETRACYCLINE HCL	TGE ANTISERUM
THIABENDAZOLE	THIAMINE HCL
TIAMULIN	TRANQUILIZERS/COCCIDIOSTATS
TRIMETHOPRIM-SULFA	TRIPLE SULFA
TYLAN-SULFA	TYLOSIN
VACCINES/BIOLOGICALS	VIRGINIAMYCIN
VITAMIN AD, B12	VITAMIN ADE
VITAMIN B-COMPLEX	VITAMIN B12
VITAMIN C	VITAMIN E
VITAMIN E/SELENIUM	VITAMIN K
VITAMINS/MINERALS	XYLAZINE

VENTILATION TYPES

MECHANICAL, NEGATIVE PRESSURE	MECHANICAL, POSITIVE PRESSURE
MECHANICAL, PUSH-PULL	NATURAL, AUTOMATIC (ACNV)
NATURAL, MANUAL	OPEN AIR, OUTSIDE

WASTE REMOVAL SYSTEMS

AUTOMATIC SCRAPER	CATCH TRAYS UNDER PEN/CRATE
FLUSH, OPEN GUTTER, FRESH	FLUSH, OPEN GUTTER, RECYCLE
FLUSH, UNDER SLAT, FRESH	FLUSH, UNDER SLAT, RECYCLE
MANUAL REMOVAL	OTHER
PIT, DEEP, PUMP OUT	PIT, SHALLOW, PUMP OUT
PIT, SHALLOW, PUMP OUT, HAIR-P	PIT, SHALLOW, PUMP OUT, ONE WA

WATERER STYLES

BOWL	CUP
NIPPLE	NIPPLE/CUP COMBINATION
OTHER	

WORKERS

No names defined for this group.

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