

HerdMASTER 4 Tip Sheet

TRAITS

HerdMASTER allows you to set up your own trait codes and even map them to ABRI/BREEDPLAN specific trait codes. This allows you to operate HerdMASTER the way you want to and the way that makes sense to you.

One user may use Temp as a trait code for temperament another may use TT or TE or anything, setting up your traits allows you to use the standards you are used to and then map them to standard BREEDPLAN/ABRI codes so that when you submit BREEDPLAN HerdMASTER knows where to look for the correct information.

RULES OF RECORDING TRAITS

When you are recording values for traits on animals there are a few rules to remember.

1. Traits always need an observation date.
2. Traits always need an observation code.
3. Performance groups for traits are required for BREEDPLAN submissions.
4. A Trait requires to be mapped to a standard ABRI Trait for BREEDPLAN submissions.

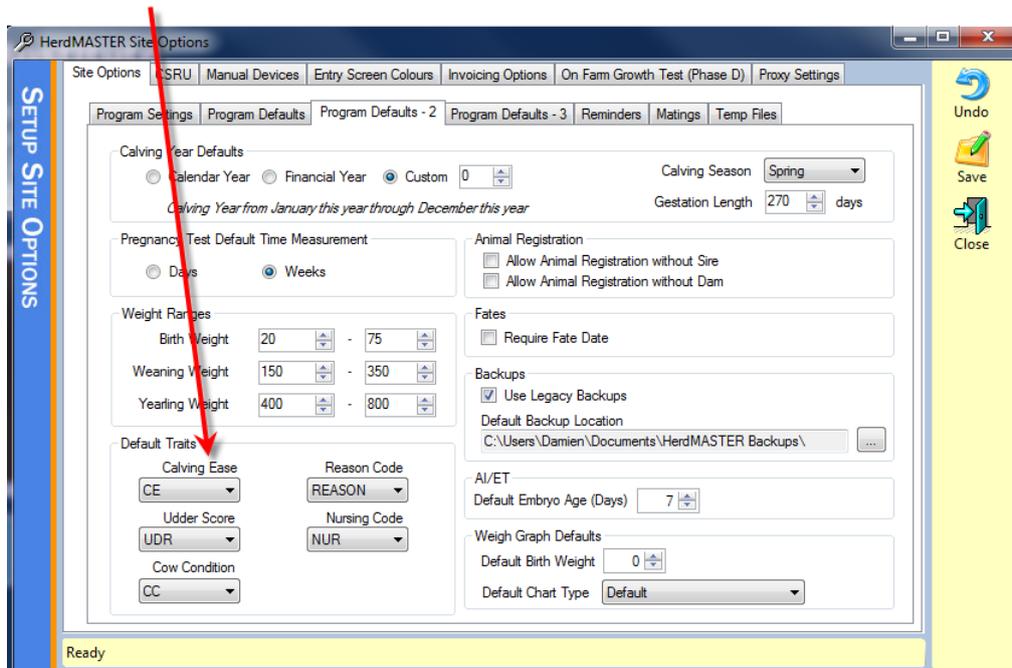
SETTING UP TRAIT CODES

The first step is making sure you have the codes you need. Most societies use specific settings which are inserted into your Trait Codes when you selected the breed(s) you are working with in the initial HerdMASTER setup. If you just need to map those traits to ABRI traits for BREEDPLAN submission you can skip ahead to the Mapping the Trait Codes section.

SETUP DEFAULT TRAITS

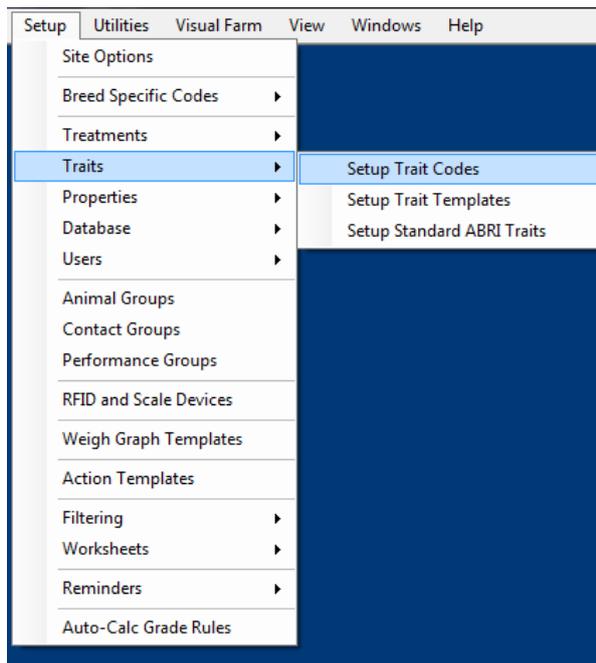
In this section we will inspect our set up of default traits for Calving Ease, Reason Code, Udder Score, Nursing Code and Cow Condition. These traits do not need to be mapped as we will do later.

Click on **Setup | Site Options** and click on the **Program Defaults – 2** tab and on the bottom left of the window you will see the default traits section.



Make sure the traits are set to the ones you will be using.

SETUP NEW TRAIT CODES



1. Click on **Setup | Traits | Setup Trait Codes**
2. In the window shown below you can see the list of Traits that are already setup

Trait Code	Trait Code Desc	Valid Values
12F		[1:50]
BCS	Body Condition S	
CC		[1:10]
CE		[1:5]
EMA		[20:200]
FAT	Fat Depth	
FRM	Frame Score	
HH		[80:180]
IMF	Intramuscular Fat	
LM		[A-,A,A+,B-,B,B+,C-,
MBL		[0:12]
NIS		[1:10]
NUR		[1:3]
P8F		[1:50]
REA	Rib Eye Area	
REASON		[A,B]
RMP	Rump Fat	
SC		[1:5]
SS		[20:50]
UDR		[1:5]
US	Imported	

3. I am using a Brahman database here, so don't worry if your list does not look exactly like the one above.
4. Hit the Add Button to create your new trait.

Enter a code and description and click OK to continue

Trait Code

Description

OK Cancel

5. Enter a Trait Code and a description for it. I created a trait code TM for temperament.

!! IMPORTANT NOTE !!

The trait code **MUST** be unique to the others in the list.

6. Now the new Trait is listed and you can either leave its valid values column empty or you could add a range that any entered data must be between.
7. Valid values must be written as [: , so I could have [0:12] in the column Valid Values for my trait and when entering the data I would only be able to enter numbers between 0 and 12. See the Trait Codes Valid Values tip sheet for more information on writing valid values for traits.

SS		[20:50]
TM	Temperament	[0:12]
UDR		[1:5]
US	Imported	

8. Now if you want to be able to submit this trait to societies or BREEDPLAN you need to follow the next section on Mapping the Trait Codes

MAPPING THE TRAIT CODES

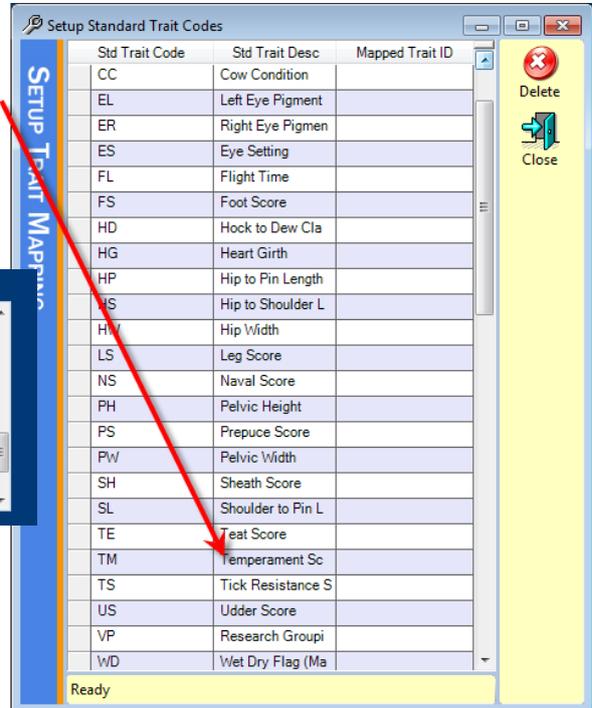
This is where we tell HerdMASTER what Trait Code to use in reports for particular information.

1. Open **Setup | Traits | Setup Standard ABRI Traits**
2. The window that opens will show you all the standard ABRI traits used for reporting.
3. You will notice that near the bottom is a Trait with temperament score as an ABRI trait.
4. Click in the Mapped Trait ID column of the Trait you wish to map to your user Traits. A drop-down list of all the traits will appear.
5. Select the Trait you need to map to the ABRI

TM	Temperament Sc	TM	Trait Code	Trait Code Desc
TS	Tick Resistance S		NUR	
US	Udder Score		P8F	
VP	Research Groupi		REA	Rib Eye Area
WD	Wet Dry Flag (Ma		REASON	
			RMP	Rump Fat
			SC	
			SS	
			TM	Temperament

Trait. In my case I created a TM Trait Code for Temperament. (It could have been anything like TP, TEMP, TT or anything I liked.)

6. Now when HerdMASTER exports a report using a temperament, it will look for any traits added to an animal under the code that was mapped.



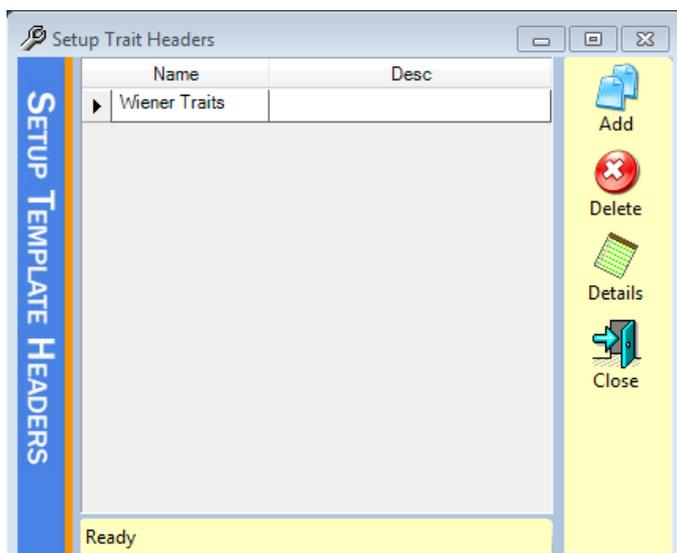
SETTING UP TRAIT TEMPLATES

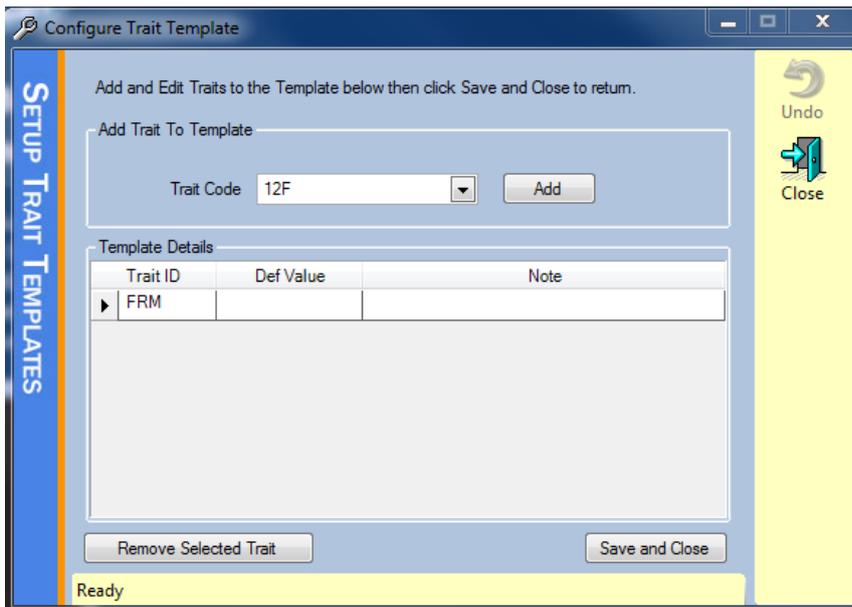
Trait Templates can be used to quickly enter trait data whilst using the Crush Side Recording Utility for more in-depth details on how to use the CSRU including the templates please see the Crush Side Recording Utility Manual.

1. Setup a Trait Template by clicking on **Setup | Traits | Setup Trait Template** or clicking on the magnifying glass button in the Crush Side Recording Utility.



2. Click on the Add button and enter a name and any descriptive details you wish.
3. The Trait template will appear in the list, simply double click it or select it and press the details button to set it up.





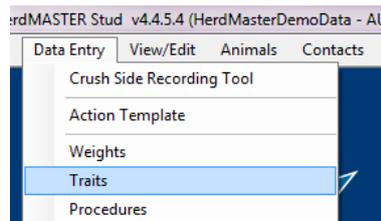
4. Select the traits you will want on this template and hit Add to add them.
5. Enter any notes and the default value that should come up when the template is used.

Hit Save and Close when you are finished adding traits.

USING DATA ENTRY TRAITS

Using Data Entry Traits allows you to enter Trait details for groups of animals in one screen. For more detailed instructions on how to use the Data Entry window, please refer to the Data Entry Manual.

1. Click on **Data Entry | Traits** and the data entry window will open with the Traits tab selected.



2. Select the date you recorded the traits on.
3. Select the trait from your dropdown list of trait codes. This will list only those traits that are in the Setup Trait Codes list, not the Standard ABRI Trait Codes list.
4. Next select the observation code and performance group this trait is being recorded for.
5. Select the animals from the list you wish to record the traits for.
6. Enter the values for each animal into the Value column.
7. Once you are finished click on the Process button to assign these trait details to the animal records.

