

Culling Cows

The way that stock transaction events are set-up in FARMAX can have a large influence on the model and resulting production and financial outputs. It is important to ensure that information accurately reflects on farm events.

When culling cows in Farmax, there are various sections to consider.

Completed in the **'Numbers'** screen, culling cows is completed by entering a **'New Sale'** event. This will populate the screen shown below:

From	All	Random
Sell	Number	55
To	Works	

Carcass	Model	Override
Weight	205 kg	kg
\$/kg	2.38	
\$/head	486.94	
\$ Total	26782	

	Before	After
Mean	479 kg	479 kg
Count	550	495
Number Removed		55

Step one is to choose which animals you will cull.

The 'From' section allows you to select from eight characteristics of the animals within the Cows mob to specify for the sale. For example, in this situation, you can choose to sell 'empties' or 'empty dries'.

The second box, which is set at 'Random' by default, can allow further refinement of the animals you are choosing to sell, such as selecting the worst condition score, or lowest weight animals.

Step two is choosing how many animals you will cull.

This is completed by selling either a specific number of animals, or a percentage of the mob. This can be updated at any time, so you may wish to enter an estimated percentage of culls for a future event, and then update this with the actual number culled after this date.

Finally, check the carcass weight and \$ figures align with expectations and/or what has actually happened so that the model can provide the most accurate production and financial outputs.

The right hand-side of this Sale event provides a graph and related values to visualise and explain how this sales event influenced the weight, condition and calving spread of your cow mob.