

BenguFarm™



ADVANCED LIVESTOCK MANAGEMENT SOFTWARE
BEEF • GAME • SHEEP • GOATS • PIGS • GENETICS

Nuus 7/2014

16 Desember 2014

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Kantore gesluit

Let asseblief op dat die meeste van ons personeel met verlof is vanaf 12 Desember tot 4 Januarie. Indien jy gedurende hierdie tydperk hulp benodig en jou eie agent nie beskikbaar is nie, probeer enige van die ander agente.

Ons wil graag al ons kliënte hartlik bedank vir jul ondersteuning gedurende 2014. Dit was vir BenguFarm 'n besondere jaar, veral met die bekendstelling van die GAME module wat baie goed ontvang is in die wildbedryf.

Vir die van julle wat gelukkig is om op vakansie te gaan gedurende Desember: Mag julle 'n veilige reis en 'n heerlike rustyd saam met julle gesinne hê. Mag ons almal hierdie Kerstyd opnuut bewus wees van Jesus se liefde vir ons en waaroor Kersfees eintlik gaan. Mag 2015 vir jou 'n besondere jaar wees gevul met vrede, vreugde, hoop, blymoedigheid en bowenal liefde.

Opleidingskursusse

Die beplanning van BenguFarm opleidingskursusse vir 2015 sal vroeg in Januarie begin. Indien jy belangstel om self 'n kursus by te woon of van jou personelede wil stuur, kontak asseblief Mnr. Leslie Bergh by 082 801 2026 of leslie.bergh@vodamail.co.za en dui aan in watter module (BEEF, GAME, SHEEP & GOATS of GENETICS) en waar jy graag opleiding wil ondergaan. Dit sal ons help in die beplanning van kursusse.

Die volgende BenguFarm opleidingskursusse vir 2015 is reeds gefinaliseer:

Module	Tipe kursus	Plek	Datum	Aanbieding in:
GAME	Inleidend	Bloemfontein	2-4 Februarie	Afrikaans
BEEF	Inleidend	Bloemfontein	5-6 Februarie	Afrikaans

Indien jy belangstel om self een van hierdie kursusse by te woon of van jou personeellede wil stuur, kontak asseblief Leslie Bergh by 082 801 2026 of leslie.bergh@vodamail.co.za of Naomi Havenga by 082 696 8306 of havenga.naomi@gmail.com en dui aan in watter kursus jy belangstel. Ons sal dan vir jou die betrokke kursus se besprekingsvorm met al die besonderhede (program, inhoud, prys, bankbesonderhede, ens.) van die kursus stuur. Die besprekingsvorm sal vroeg in Januarie beskikbaar wees by www.bengufarm.co.za > Training Events > Information.

Het jy geweet?

Hoe word verwagte kalf- of lamdatums bereken?

Verwagte kalfdatum berekenings in BenguFarm hang eerstens daarvan af of daar 'n dragtigheidsondersoek gedoen is of nie:

1. Indien 'n dragtigheidsondersoek gedoen is, die dier dragtig bevind is en die tydperk dragtig aangeteken is in BenguFarm, word die verwagte kalfdatum as volg bereken: Ondersoekdatum MINUS Tydperk dragtig op ondersoekdatum PLUS Normale dragtigheidsperiode (soos opgestel by Opstellings > Kuddes > Dragtigheid en Kalwing).
2. Indien geen dragtigheidsondersoek gedoen is nie OF 'n dragtigheidsondersoek wel gedoen is, die dier dragtig bevind is, maar die tydperk dragtig nie aangeteken is in BenguFarm nie, hang die verwagte kalfdatum berekening daarvan af of dekkings aangeteken is in BenguFarm of nie:
 - 2.1. Indien dekkings aangeteken is (soos normaalweg die geval is by beeste en skape waar dekseisoene gebruik word), word die vroegste moontlike kalfdatum as volg bereken: Eerste dekdatum sedert die laaste kalfdatum PLUS Normale dragtigheidsperiode.
 - 2.2. Met die opstelling "Bereken Verwagte Kalfdatums sonder Dekinligting" [Opstellings > Kuddes > Dragtighede en Kalwing] aangeskakel (dit is by verstek aangeskakel vir die GAME module), word die verwagte kalfdatum bereken sonder dat daar enige dekkings of dragtigheidsondersoeke in die program aangeteken is.
 - 2.2.1. Vir verse ouer as "Jongste Ouderdom by 1ste Dekking" word die verwagte kalfdatum bereken as datum van "Jongste ouderdom by Dekking" PLUS die "Normale Periode Dragtig".
 - 2.2.2. Vir koeie met dae sedert laaste kalfdatum meer as die "Rusperiode van Kalwing tot Dekking" (Opstellings > Kuddes > Dragtigheid en Kalwing > Rusperiode) word die verwagte kalfdatum bereken as die laaste kalfdatum PLUS die "Rusperiode van kalwing tot dekking" (indien > 0, anders die "Ovulasiesiklus") PLUS die "Normale Periode Dragtig". Hierdie berekening word vertoon op die hoofskerm en My Verslae (Laaste Dekking - Geen dekinligting maar het verwagte kalfdatums), Verse en Koeie naby Kalwing verslag, indien "Minimum dae sedert laaste Kalwing (geen dekkings)" gemerk is (by verstek gemerk in die GAME module) en die Verse en Koeie Gekalf/Nie Gekalf Nie" verslag. Hierdie metode bereken dus die vroegste moontlike kalfdatum. Deur die verstek "Jongste Ouderdom by 1ste Dekking" en/of "Rusperiode van Kalwing tot Dekking" opstellings te verander, kan dit die verwagte kalfdatum berekening meer akkuraat maak vir die spesifieke omstandighede.

Hoe om diere van een kudde na 'n ander te skuif

Hoe jy die diere in BenguFarm van een kudde na 'n ander kudde (byvoorbeeld van 'n stoet- na 'n kommersiële kudde) skuif, hang daarvan af of die twee kuddes op een databasis of op verskillende databasisse is. Kyk by Opsies > Databasisse of daar een of twee databasisse is.

Indien die twee kuddes op dieselfde databasis is, kan jy die diere bloot skuif van die een kudde na die ander d.m.v. van die Verskuif Diere na Ander Kudde funksie. Om dit te doen, gaan in die kudde waaruit jy die diere wil skuif na Ander Data > Verskuif Diere na Ander Kudde. Merk die betrokke diere in die "K" kolom en kies dan bo-aan die skerm die kudde waarheen die diere geskuif moet word en Stoor.

Indien die twee kuddes elk op 'n aparte databasis is, moet jy die diere oordra d.m.v. 'n Dieroordraglêer. Om dit te doen, gaan in die kudde waaruit jy die diere wil skuif na Data Stuur/Opneem > Stuur > BenguFarm Dieroordraglêer, kies die betrokke diere, kies die oordrag opsies en skep die Dieroordraglêer. Let op waar die lêer gestoor word. Om die Dieroordraglêer in die ander kudde (op 'n ander databasis) in te trek, gaan in die kudde waarheen jy die diere wil skuif na Data Stuur/Opneem > Opneem > Databasis > BenguFarm Dieroordraglêer. Soek die lêer waar dit gestoor is en klik op Trek In.

Veegetalle verslag

Die verstek (default) metode waarvolgens die Veegetalle verslag opgestel word, word genoem die Verstek Veegetalle. Wat die GAME module betref, is ons nog besig met die opstel van verstek kriteria vir die onderskeie kategorieë vir die verskillende wildspesies. Indien jy intussen self jou eie kategorieë wil opstel, gaan op die Veegetalle verslag [Verslae > Dier Lyste en Getalle > Veegetalle] na Kies Metode van Berekening (links bo-aan skerm). Klik op die kortpad knoppie, klik op Nuwe en in die Beskywing veld gee dit 'n naam (bv. My Metode – Buffels). Klik dan op die + om 'n kategorie te skep. Die opstelling van kategorieë is effe tegnies, so skakel gerus jou BenguFarm agent indien jy hulp benodig.

Terloops, die Veegetalle verslag sal in die toekoms die Dieregetalle verslag genoem word om die benaming meer generies te maak in die lig van die GAME module wat bygevoeg is.

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News 7/2014

16 December 2014

(Sien bladsy 1 vir Afrikaans)

In this Newsletter:

- **Offices closed**
- **Training courses**
- **Did you know?**
 - **How are expected calving or lambing dates calculated?**
 - **How to move animals from one herd to another**
 - **Livestock numbers report**

Offices closed

Please note that most of our staff is on leave from 12 December to 4 January. If you need assistance during this period and your agent is not available, try any of the other agents.

We would like to thank all our customers for their support during 2014. It was a great year for BenguFarm, especially with the introduction of the GAME module that was very well received in the game industry.

For those who are fortunate to go on holiday during December: May you have a safe trip and a wonderful holiday with your families. May all of us be aware this Christmas of the love of Jesus for us and what Christmas is really about. May 2015 be a wonderful year filled with peace, joy, hope, cheerfulness, and above all, love.

Training Courses

The planning of BenguFarm training courses for 2015 will begin in early January. If you are interested to attend a course yourself or to send some of your staff, please contact Mr. Leslie Bergh at 082 801 2026 or leslie.bergh@vodamail.co.za and indicate in which module (BEEF, GAME, SHEEP & GOATS or GENETICS) and where you would like to undergo training. This will help us in the planning of courses.

The following BenguFarm training courses for 2015 have been finalised:

Focus on Module	Course Type	Place	Date	Presentation in:
GAME	Introductory	Bloemfontein	2-4 February	Afrikaans
BEEF	Introductory	Bloemfontein	5-6 February	Afrikaans

If you are interested to attend one of these courses yourself or to send some of your staff, please contact Leslie Bergh at 082 801 2026 or leslie.bergh@vodamail.co.za or Naomi Havenga at 082 696 8306 or havenga.naomi@gmail.com and indicate in which course you are interested. We will send you the booking form for the applicable course with all the details (program, content, price, bank details, etc.) of the course. The booking form will be available at www.bengufarm.co.za > Training Events > Information, early in January.

Did you know?

How are expected calving or lambing dates calculated?

Expected calving date calculations in BenguFarm depends firstly on whether a pregnancy test was done or not:

1. If a pregnancy test was done, the animal was pregnant and the period pregnant was recorded in BenguFarm, the expected calving date is calculated as follows: Examination date MINUS Period pregnant on examination date PLUS Normal pregnancy period (as set up at Settings > Herds > Pregnancy and calving).
2. If no pregnancy test was done OR a pregnancy test was done, the animal was found pregnant but the period pregnant has not been recorded in BenguFarm, the expected calving date calculation depends on whether matings were recorded in BenguFarm or not:
 - 2.1. If matings were recorded (as is normally the case in cattle and sheep where mating seasons are used), the earliest possible calving date is determined as follows: The first mating date since the last calving date PLUS Normal pregnancy period.
 - 2.2. With the setting "Calculate Expected Calving dates without Mating Data" [Settings > Herds > Pregnancies & Calving] enabled (it is enabled by default for the GAME module), the expected calving date is calculated without any mating data or pregnancy tests recorded in the program.
 - 2.2.1. For heifers older than "Youngest age at 1st Mating" the expected calving date is calculated as date of "Youngest Age at 1st Mating" PLUS the "Normal Period Pregnant".
 - 2.2.2. For cows with days since last calving date more than the "Rest Period from calving to mating" (Settings > Herds > Pregnancy and Calving: Rest Period) the expected calving date is calculated as the last calving date PLUS the "Rest Period from calving to mating" (if > 0, else the "Ovulation Period") PLUS the "Normal Pregnancy Period". This calculation is displayed on the main screen and My Reports (Last Mating - No mating data but expected calving dates), Heifers and Cows Near Calving report, if "Minimum days since last calving (no matings)" is marked (default marked in the GAME module), and the Heifers and Cows Calved/Not Calved" report. This method thus calculates the earliest possible calving date. By changing the default "Youngest Age at 1st Mating" and/or the "Rest period (from calving to cover)" settings, the expected calving date calculation can be made more accurate for the specific circumstances.

How to move animals from one herd to another

How to move animals in BenguFarm from one herd to another herd (for example from a stud to a commercial herd), depends on whether the two herds are in the same database or in different databases. Look at Options > Databases whether there is one or two databases.

If the two herds are on the same database, you can simply move the animals from one herd to another through the Move Animals to Another Herd function. To do this, go into the herd from which you want to move the animals to Other Data > Move to Other Animals Herd. Mark the animals involved in the "S" column, and then select at the top of the screen, the herd to which the animal must be moved and Save.

If the two herds are each on a separate database, you must transfer the animals through an Animal Transfer File. To do this, go into the herd from which you want to move the animals to Data Send/Receive > Send > BenguFarm Animal Transfer File, select the animals concerned, select the transfer options and create the Animal Transfer File. Note where the file is saved. To import the Animal Transfer File into the other herd (on another

database), go into the herd to which you want to move the animals to Data Send/Receive > Receive > Database > BenguFarm Animal Transfer File. Browse to where the file was saved and click on Import.

Livestock numbers report

The default method to compile the Livestock Numbers report is called the Default Livestock Numbers. With regards to the GAME module, we are still working on the setup of default criteria for the various categories for the different game species. If you want to create your own categories in the meantime, go to the Livestock Numbers Report [Reports > Animal Lists and Numbers > Livestock Numbers] to Choose Method of Calculation (top left of the screen). Click on the shortcut button, click New, and in the Description field, allocate a name for it (e.g. My Method - Buffalo). Click on the + to create a category. The setup of categories is somewhat technical, so please contact your BenguFarm agent if you require help.

By the way, the Livestock Numbers report will in future be called the Animal Numbers report to make the name more generic in the light of the GAME module which was added.

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