

Sarasota County Fair

Swine

Project Book

Exhibitor Name _____ Project Year _____

Date of Birth _____ Age (at Sept. 1) _____ Grade _____

Club / Chapter _____

Years in this project _____

I hereby certify, as the exhibitor of this project, I personally have kept records on this project and have personally completed this Project Book to the best of my ability.

Signed _____ Date _____
Exhibitor's Signature

I hereby certify that that my son/daughter has completed this project and record book and will comply with all the Rules and Regulations of this Fair.

Signed _____ Date _____
Parent/ Guardian Signature

Swine Exhibitor Project Agreement

(NOTE: THIS PAGE MUST BE SIGNED AND VERIFIED BY FIRST WEIGH-IN)

The youth is responsible for caring for the animal, which will include feeding, deworming, providing fresh clean water, providing a pen, and showing. The youth will use this project as an educational tool to learn skills needed in the livestock industry. This project also will help the youth to accept success and failure as a learning experience. The youth will keep accurate records on their project animal.

I accept these responsibilities.

Date

Signature of Exhibitor

The parents are responsible for providing financial help, if needed, along with assistance and encouragement while the youth is raising this animal.

I accept these responsibilities.

Date

Signature of Parent/Guardian

Drug Statement

I hereby certify that any drug or antibiotic substance which may be administered by me or any other person will be done so in strict compliance with the manufacturer's label requirements.

Date

Signature of Exhibitor

Date

Signature of Parent/Guardian

The above signatures Verified by _____
4-H Leader/ FFA Advisor Date

Purpose

The purpose of a market animal project is to achieve the following:

- To acquire an understanding of the animal industry by preparing for, purchasing, caring for, and keeping records on 1+ head of animals.
- To be able to identify the types and breeds of animals and employ efficient methods of production and marketing.
- To understand the business aspects and economics of purchasing animals, feed, facilities, and equipment for an animal project.
- To develop integrity, sportsmanship, and cooperation.
- To develop leadership abilities, build character, and become responsible citizens.

PERFORMANCE OBJECTIVES OF SWINE PROJECTS

To aid in the development of youth into responsible citizens by:

- Teaching responsibility through working with animals that depend on the members to provide proper feed and care. Teaching the value, use, and management of money through its investments in animals, feed, equipment, and receiving a return on its investment.
- Teaching sportsmanship and cooperation through participation in shows and working with other members.

To help young people gain an appreciation for:

- The place of livestock in agriculture and its contribution to people. The importance of proper growth and development of market animals.

To help young people gain skills in:

- Selecting the kind of animal that will make rapid, efficient gains and produce a high-quality product.
- Feeding animals for optimum growth and proper development. Grooming and showing market swine.
- Keeping records.

GENERAL INFORMATION

- At the initial weigh-in in **December**, you do not need a trailer certificate or health certificate. Your pig will be weighed if you request and given an ear tag for proper identification.
- When you bring your pig to the Fair in **March**, you will need a trailer certificate from your Veterinarian stating your trailer has been approved to haul your pig.
- Read your Fair rules and become familiar with the requirements to show your project, such as weigh-in times and dates, show dates and times, work day, etc.
- The ultrasound report will be posted in the downs Building (steer barn) after the final weigh-in. Ask your 4-H Leader or FFA Advisor how to do this if you are not familiar with the report. You will need this information to complete your Project Book.

Weight - How To Weigh Your Pet Pig Without a Scale: If you don't have a scale, you still can weigh it by using the formula below. You will need a measuring tape. The formula is not exact, but it comes within about three percent of the actual weight. The formula is as follows:

1. **Girth Measurement:** Take the heart-girth measurement. Your measuring tape needs to go around the body just behind the front legs and over the shoulder area. As an example for you, I will use the measurements of Flower. Her girth measurement is 43 inches.
2. **Square the result:** (Multiply the measurement by itself.) Example: The measurement was 43 inches. $43 \times 43 = 1,849$.
3. **Length Measurement:** Measure the length of your pig. Start at the top of his or her head, right in between the ears, and measure down to the start, or base, of the tail (not the end of the tail). Try to have its head level. Flower's length is 39 inches.
4. **Girth Result x Length:** Take the girth measurement result (in the example above, this was 1,849) and multiply that times the length of your pig. In our example, this would be $1,849 \times 39 = 72,111$.
5. **Weight Calculation:** Divide this result by 400, and you'll have a weight accurate to within about three percent. In our example, $72,111 \div 400 = 180$ pounds. Factoring in the 3% variance (5.4 pounds), this means Flower weighs between 174.6 and 185.4 pounds.

GENERAL MARKET HOG PERFORMANCE TRAITS

	Average	Range
Feed consumed per day: 40-pound pig	1.5 pounds	2.1-2.9 pounds
Feed consumed per day: 150-pound pig	5 pounds	4.2-5.8 pounds
Feed consumed per day: 240-pound pig	6 pounds	5.1-6 pounds
Average daily gain 40-240 pounds per day	1.7 pounds	1.2 – 2.4 pounds/day

Carcass Traits for 245-pound pig	Average	Range
Final Live Weight	245 pounds	210-280 pounds
Tenth Rib Backfat	5 pounds	4.2-5.8 pounds
Loineye Area (10 th Rib)	5.5 square inches	4-9 square inches
Yield (dressing percent)	74.5%	67% - 80%

Your Project Performance Record: This record is not included in your scoring

(Complete this section **after** the Fair. If you received your carcass data from the ultra-sound reading, transfer the results to the corresponding line below.)

- Final Live Weight _____ pounds
- Hanging Carcass Weight (Live Weight x 0.62) _____ pounds
- Backfat (last rib) _____ inch
- Ribeye Area _____ square inches
- Quality Grade _____ (standard, select, choice, prime)

Swine Project Guide

Many youth who have swine projects hope to raise a champion. While only one animal in a show is named champion, all exhibitors can benefit from the project. You will learn about the swine industry and how to produce a safe, wholesome product. The swine project is the largest livestock project in the state.

Raising and showing a champion pig requires dedication, hard work, and a little luck. Selecting a good animal, providing good facilities, developing a sound feeding and health program, learning showmanship, and paying attention to details every day are all important. Overlooking any one of these areas can prevent you and your pig from making it to the Fair.

Selecting a good animal

The importance of selection cannot be overemphasized. An animal's genetics largely determine its growth, muscling, and leanness. Youth exhibitors usually select their animals when the pigs are 8 to 10 weeks old and weigh 40 to 80 pounds. The challenge is to try to predict what a 50 to 70 pound feeder pig will look like at market weight, which is about 260 pounds or 6 months of age. If you are able to select the pig closer to 70 pounds, you will have a better chance of predicting how the animal will turn out.

Successful show pigs should have an expressive amount of muscle and shape. Pigs should have a square-ness and width in their top with a groove down the center. Another noticing feature is that the pig (when viewed from the rear) should have an hour glass appearance. This shape gives an indication of the muscle and leanness potential in the pig. The ham should be long, extending as far toward the hock as possible.

Other indicators of future muscling is having a wide set to the hind legs, a flare or concave shape through the center of the ham, and a definite expression or bulging of muscle at the rump (ham-loin junction). The rump indicator is really important. Remember, a narrow set to the hind legs will not likely fill with adequate thickness and expression of muscle. As indicated earlier, a wide base was necessary for growth.

When you are examining a prospective pig, step back from the pig about 10 to 20 feet and watch the animal walk and move. Pigs should take long strides and appear to be comfortable while walking. Many show pigs "goose step" or swing their feet in front of them before placing them on the ground. This is definitely something to avoid. Any problems that are apparent when a pig weighs 50 pounds will probably get worse by the time the animal reaches 250 to 270 pounds.

Nutrition and Feeding Management

Genetics, nutrition, environment, and the health of your pig will determine the animal's growth rate. Most project pigs are fed a grower ration to a weight of 110 to 125 pounds and are then switched to a finishing ration to market weight. A pig's protein requirements decreases as it grows and matures; consequently, commercial grower rations are higher in protein than finishing rations. In general, commercial rations are balanced to meet the needs of an average pig. Therefore, a pig that is above average for lean and muscle content may perform better if fed the higher protein grower ration to market weight instead of a finishing ration.

Water is the most essential of all nutrients. If you use a nipple waterer, check it often to make sure the flow rate is right. Nipple waterers for grower to finish pigs (40 pounds to market weight) should provide 1 quart of water per minute. Fresh, clean water should never be withheld from an animal. Lack of water harms an animal's health and also causes muscles to lose shape and expression because muscle is made up of mostly water.

How much should I feed my pig? How much should it gain?

<u>Pig Weight</u>	<u>Lbs./Day*</u>	<u>Rate of Gain</u>
40-100 lb.	2.5-4	1.5 pounds per day
100-160 lb.	4-6	1.75 pounds per day
160-230 lb.	6-8	2 pounds per day

* Start with smaller amount and increase as animal gets larger.

Deworming

Deworm healthy pigs upon arrival and again a month later. Use a dewormer that is effective against whipworms, such as SafeGard® (fenbendazole), at least once. Pigs suffering from diarrheal disease can be especially sensitive to deworming products. Safe-Gard® is probably the least-toxic product for pigs with diarrhea from whipworm infections.

Ivomec® (ivermectin) and Dectomax® (doramectin) are excellent injectable dewormers that also kill lice and mange, but they are not always effective against whipworms.

General Project Book Guidelines

It is suggested that a copy of this Project Book be made for use as a “Work Copy”. Records then can be transferred into this Project Book for a “Final” copy.

1. Your Project Book should begin when you purchase your animal.
2. You may place your Project Book in a folder or plastic sheet protector sheets. 3-ring binders are not recommended.
3. Always double-check your work, especially your math calculations.
4. Have someone check your Project Story for spelling and grammar before you write it in the final Project Book.

Project Terms and Explanations

1. Project Year: Based on a calendar year. Current Project Year is the same as the current Fair.
2. Date Acquired: List the date you obtained this item. On items older than 1 year, the year will be sufficient.
3. Purchase Cost or Value: What did this item cost when you obtained it? (Fair Market Value)
4. Value at Beginning of Project: Same as purchase cost for items purchased in the current calendar year. On items from previous years, this should be the value from last year’s ending inventory or depreciated value of 10% of purchase cost per calendar year.
5. Depreciation of 10%: This will be 10%, per calendar year, of the original purchase cost for the items you still will have at the end of the project. This includes items you had at the beginning of the project as well as items purchased during the current calendar year. Depreciation is the loss in value of your assets and is an expense.
6. Value at the End of the Project: This is the value at the beginning of the project minus the depreciation.

Examples:

Item Description	Date Acquired	Purchase Cost or Value	Value at Beginning of Project	Depreciation (10% of Purchase Cost for this Calendar Year)	Value at End of Project
Cane	Purchased 4 years ago	5.00	(Depreciated 10% for 3 years) 3.50	.50	3.00
Feed Scale	Purchased 3 years ago	25.00	(Depreciated 10% for 2 years) 20.00	2.50	17.50
Brush	Purchased 10/2017	5.00	(Depreciated 10% for 1 year) 4.50	.50	4.00
Feed Bucket	Purchased current calendar year	12.00	(No depreciation – purchased current project year) 12.00	1.20	10.80
Total Beginning Inventory	XXXXXXXX	XXXXXX	40.00	XXXXXXXXXXXXXX	XXXXXX
Total Depreciation Expense	XXXXXXXX	XXXXXX	XXXXXXXXXXXXXX	4.70	XXXXXX
Value of Project Assets	XXXXXXXX	XXXXXX	XXXXXXXXXXXXXX	XXXXXXXXXX	35.30

Feed Expenses

List all feed and supplement or additive expenses on this page (list each feed, supplement or additive purchase separately.)

Column A	Column B	Column C	Column D	Column E	Column F
Date	Description of Feed With % Protein	Description of Supplement or Additive	Pounds of Feed	Feed Cost	Supplement or Feed Additive Cost
		TOTAL THIS PAGE	Column D	Column E	Column F

TOTAL FEED & SUPPLEMENT EXPENSES (Columns E+F) _____

Health Record

This should include a record of any health- related activities, including well-animal care (deworm, vaccinate, or use of veterinarian’s services for any other reason). This should include what you used, how much you used, and what you used it for. Include well-animal care (such as health certificate). Fill in all applicable information.

Vaccinations – Treatments - Tests

Treatment Date	Description of Treatment	Product Used	Was Given How*	Dosage	Withdrawal Time

* IM - Intramuscular: In the muscle; SQ - Subcutaneous: under the skin; O - Orally: In the mouth; T – Topical: Pour-on, top of back.

Weight Records

Keep track of the weight gains of your animal. Be sure to include the beginning weight and your final weight at Fair check-in. If you don’t have access to scales, use a weight tape. You should weigh your animal every two weeks.

** Average Daily Gain can be calculated by taking the pounds gained since last weighing, divided by the number of days since the last weighing.

Date	Weight	Pounds Gained Since Last Weighing	Number of Days Since Last Weighing	Average Daily Gain**
Ending Weight				

TOTAL GAIN

Total Number of Days On Feed

Average Daily Weight Gain

Project Income

Income from your project should be recorded here, such as selling your animal, ribbon premiums, add-on receipts, and prospective show premiums.

Note: Table 1 is to be completed as estimate before the fair; Table 2 is to be completed with actual figures after the fair.

Table 1 - Estimate - To be completed before Fair.

Date	Description	Weight Number	or	Price per pound Ribbons - premium	Total
	Market Swine			\$3.75	
	Class-Placing Ribbons (see Fair Rules)				
	Showmanship Ribbons (see Fair Rules)				
	Add-ons (Totals only)				
				Estimate Total	

Table 2 - Actual - To be completed after Fair.

Use actual figures for this table (i.e. actual prices you receive for your animal, ribbons and add-ons.)

Date	Description	Weight Number	or	Price per pound ** Ribbons - premium	Total
	Market Swine				
	Class-Placing Ribbons (see Fair Rules)				
	Showmanship Ribbons (see Fair Rules)				
	Add-ons (Totals only)				
				Actual Total	

**** Use actual price per pound you received at the auction sale.**

Financial Summary

Market Animal

GAIN

1. Beginning Weight	From Page 11	_____ Lbs.
2. Final Weight	From Page 11	_____ Lbs.
3. Total Gain	From Page 11	_____ Lbs.
4. Total Number of Days on Feed	From Page 11	_____ Days
5. Average Daily Weight Gain	From Page 11	_____ Lbs.

FEED

6. Total Pounds of Feed	From Page 9	_____ Lbs.
7. Total Cost of Feed	From Page 9	\$ _____
8. Average Feed Conversion (pound of feed per pound of gain)	From Page 10 & 11	_____ Lbs.
9. Cost of Gain (cost of feed per pound of gain)	From Page 10 & 11	\$ _____

INCOME

10. Estimated Project Income	From Page 12	\$ _____
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EXPENSES

11. Total Depreciation	From Page 8	\$ _____
12. Cost of Animal	From Page 9	\$ _____
13. Total Non-Feed Expenses	From Page 9	\$ _____
14. Total Feed Expenses	From Page 10	\$ _____
15. Total Expenses	Line 11+12+13+14	\$ _____

SUMMARY

16. Estimated Profit/Loss	Line 10 - Line 15	\$ _____
17. Actual Income (to be filled in <u>after</u> Fair)	From Page 18	\$ _____
18. Final Profit/Loss	Line 17 - Line 15	\$ _____

19. Total Cost per Pound of Animal Sold	Line 15 ÷ Line 2	\$ _____
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Pictures of Your Project

Show:

1. The beginning of your project.
2. Work being done.
3. Your completed project.
4. Please put caption with each photo.

Minimum of 4 photos. Additional photos encouraged.

Pictures of Your Project (continued)

Show:

1. The beginning of your project.
2. Work being done.
3. Your completed project.
4. Please put caption with each photo.

Minimum of 4 photos. Additional photos encouraged.

PROJECT STORY OUTLINE

You will make an outline for your project story first. It should include what you have learned about your animal, safety practices you used, what you could do to improve your project, and the different skills you learned/used during your project. This is an outline form- complete sentences are not required.

!!All outline subtopics must be complete to receive full points!!

I: Introduction - introduce your story and capture your reader's attention.

What type, breed, weight, etc. did you purchase?

Why did you choose the swine you did – cost, breed, breeder, past successes, etc.

II: What did you learn? (About yourself and/or about your swine?)

- A.
- B.
- C.

III: What safety practices did you use?

- A.
- B.
- C.

IV: What improvements could I make? What would you change or do the same the next time you begin a swine project? For example: different feed, different breed, type, size, etc.

- A.
- B.
- C.

V: What skills did I learn or improve on?

- A.
- B.
- C.

VI: Summary: leave the reader with the idea or impression you want them to have.

Use this outline to write your story.

