



Updating HerdMASTER with new Angus Fate Codes (August 2012)

The Angus Society has released a new set of **Standard Fate Codes** as listed below which replace the Number Fate codes previously used.

Fate Code	Description		
А	Sold for Breeding		
В	Died (Accident / Non Accident)		
С	Culled (Fertility / Dry)		
E	Culled (Feet & Legs / Structure)		
F	Culled (Teat / Udder)		
G	Culled (Productivity / Progeny perf)		
Н	Culled (Temperament)		
1	Culled (Age)		
J	Culled (White)		
К	Culled (Genetic Defect)		
L	Culled (Type		
Μ	Culled (Calving Ease)		
Ν	Sold for Slaughter		

Angus NZ Standard Fate Codes

IMPORTANT NOTE: If you have already been using any of the Fate Codes above with alternative descriptions within HerdMASTER, please contact PBB for assistance with adding the new Codes as extra steps will be required.

In addition to the above Standard fate code there is a **Birth Fate** code as below which has not changed. Fate Code D should only be used in relation to Calf Entries.

Angus NZ Birth Fate

Fate Code	ate Code Description	
D	Stillborn or died within 48 hours	

These new Fate codes should be used when fating all animals from now. Animals previously fated do not need to have their fate codes changed.

In order to use these new Fate codes you will need to add them to HerdMASTER.

Adding new Fate Codes

1. Click Setup | Breed Specific Codes | Fate Codes

The list of codes currently setup in your HerdMASTER4 Program will be displayed. These could be a range of default codes that came with the program, or historical codes you have used in the past.

You cannot delete a Fate codes that has been used in the past against an animal in your database. There is no need to remove old codes, as these were applicable at the time you fated animals and are relevant for your historical records.

🔑 Set	up Fate Codes	[-		
	Fate Code	Description			
S	▶ 14	Recipient cow/ET program			
	6	Culled - productivity/progeny perf	1	Add	100 00 0
듁	15	Aborted/premature	E		
T	1	Sold for breeding		Delete	
A A	5	Culled - teat/udder			
	3	Culled - feet and legs /structure		5	
ğ	10	Culled - genetic defect		Close	
M	16	Bull failure			
S	0	Not reported			
	2	Culled - type			
	12	Open - cow missed calving opport			
	13	Donor dam/ET program			
	7	Culled temperament	-		
	Ready				

- 2. Click the Add Button as shown above
- 3. Type in the new Fate Code, EG A. This should be a capital letter.
- 4. Type in the description as per the table on page 1. EG Sold for Breeding

🕙 Add New Fate Code					
Enter a code and description and click OK to continue					
Fate Code	A				
Description	Sold for Breeding				
	ок	Cancel			

- 5. Click OK.
- 6. Repeat this process for all of the new Standard Fate Codes.
- 7. Check you have a Fate code D, and the description is 'Stillborn or died within 48 hours'. Add Fate code D if it is missing.
- 8. Click Close when you are finished.

The new Fate codes will now be available for use in Data Entry and Edit screens.