Using The Market Livestock Manager in AET

Purpose: *This guide provides information needed to manage your market livestock SAE projects using AET's livestock manager system, which assist you in keeping better records!*

Step #1 - *Setting up the Market Animal Projects and Getting Started*

1. **Create a new SAE for the Market Animal**
   a. Create a new Entrepreneurship SAE in the   Experience Manager and use a "description of the project" + "the marketing year" (example is Show Swine 2016 = market swine to be sold in 2016)
   b. In the final section, be sure to select the "Market/Heifer Manager" as the Management Module:

2. **Access the Market Animal Manager (Finances Menu)**
   a. Your financial entries can be made in any part of AET Finances, but using the market manager help you:
      i. Easily identify each animal
      ii. Easily enter common expenses
      iii. Easily track the value of each animal
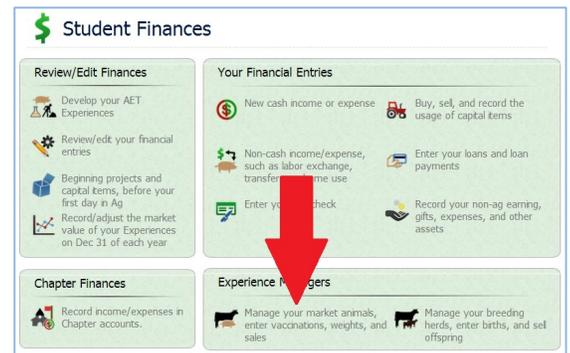
   b. Access your Market Manager using the Finances Menu (as shown in the image to the right)

   c. Select your AET Experience to manage (SAEs) from the drop-down menu at the top.

   If your project is not shown, review your SAE setup and select the Market/Heifer Module.

Step #2 – Managing Market Animal Experience Entries:

1. **Obtaining market animals (MUST HAVE animals listed to be complete):**
   i. Beginning Inventory – Listing of market animals on hand BEFORE your FIRST agricultural education class *(See Student Help - Managing Entrepreneurship SAEs)*
   ii. "Non-Cash Entry" for gifts, or a transfer <u>from</u> another project or labor exchanged for "Inventory purchased for resale" *(See Student Help - Managing Entrepreneurship SAEs).*

    iii. "Buy New Animal" (#1 Chart below) - to enter the purchase of your animal(s)
        Once complete, your manager will be similar to:

2. Common Expense entries are (ALL PROJECT SHOULD INCLUDE):

    i. Cash Expenses (chart above #2)– for market animal feed, supplies, vet medicine, repairs, rent and other expense items

    ii. Non-Cash Expenses (chart above #3) – for gifts, transfers or labor exchange for expense items

    iii. Non-Current items (chart above #4) for machinery & equipment, breeding animals or land. Also, to record the "usage" for each SAE.

    iv. Review Feed Entries (chart above #5) – to make sure feed entries include the pounds, which is used in weight gain calculations.

    v. New Herd or Animal Entry (chart above #6) – for recording your time and details such as vaccinations, animal weights

3. Selling or Transferring Animals Completed in the SAE

Review your project's Current Status for:

- Weight

- Value

- Days

or other info.

    i. Select the animals to enter Sale Info (Chart above #1)

    ii. Choose Sale Info type of operation (Chart above #2) – which includes selling, death loss, transfer to another SAE or Transfer to Capital (used in retaining breeding animals for a breeding SAE) for one or all marked animals. Complete all areas