# **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:

Category/Unit:	head of Show Swine 🗘
Quantity:	4
Management Module:	Market/Heifer Manager 💠

### 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
- 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.

Market Livestock Manager								
	Choose an SAE to Manage: show pigs majors 2013							
	Review Mgmt Entries Review Feed Entries New Cash Expense							
	Purchase Info Current Status Sale Info							
Tag / Name	Buy New Animal New Herd Entry New Animal Entry Sell Multiple							

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).





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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):

	#5	Ma <b>#2</b> se an SAE to Mana	VESTOCK MANAG	GER eers 201	# <b>3</b>	#4
Review Mgmt Entries	Review Feed Entrie	es New Cas	sh Expense	Nev	Non-Cash Entry	Non-Current Item Mgmt
Tag / Name	Purchase Info #1 Current Status #6 Buy New Animal New Animal Entry Sale Info					
#445 - HLSR Edit	Date 8/15/2014 <u>Edit</u> Weight (Ibs) 800	Cost <b>\$4,000.00</b>	Location Weight (Ibs) 800	Days <b>724</b>	Inventory Value \$4,265 Market Value \$4,265	(Sell/Transfer)
#445 County Edit	Date 8/15/2014 <u>Edit</u> Weight (Ibs) 800	Cost <b>\$3,000.00</b>	Location Weight (Ibs) 800	Days <b>724</b>	Inventory Value <b>\$4,265</b> Market Value <b>\$4,265</b>	(Sell/Transfer)
		Total Cost <b>\$7,000.00</b>	Active Head 2	Count	Inventory Value \$8,530.00 Market Value \$8,530.00	Total Sales \$0.00

- 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



- 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