

Animal Health

Assuring animal health is a primary responsibility of livestock managers. Failure results in animal suffering, decreased productivity and potential threats to human health. Animal health is so important that the United States Department of Agriculture has a Health Inspection Service to work with the livestock industry in disease prevention. Concerns over bioterrorism and potential threats to human health have brought animal health concerns into the spotlight in recent years.

Disease may be caused by infectious agents (bacterial, viral, fungal, prion, and parasitic) which might be passed around by biting insects, wild animals, fecal contamination, sexual contact, air borne, or contaminated feed and water. Health problems may also occur from noninfectious causes (malnutrition, trauma, cancer, genetic defects, and environmental hazards like toxins, poison or extreme weather conditions). Disease prevention practices include purchasing healthy animals, isolation, quarantine, testing, and immunization (vaccination) programs. In extreme cases animals are sometimes destroyed to prevent further spread of disease. Treatment might involve the use of antibiotics, medications or antiparasitic compounds. Excellent powers of observation, an understanding of normal behavior, good sanitation practices, and diligent vaccination and deworming schedules are key components of animal health maintenance.

How do you know if an animal is healthy or not? One of the keys is to understand what is normal so that you can recognize what is abnormal. This is a skill that develops after working with and caring for livestock over time. The following are some of the characteristics that serve as the basis for assessing animal health. Deviations from normal are early indicators that something may be wrong and may allow early response.

Normal Eating Behavior

Normal Fecal Pattern and Consistency

Normal Stance, Movement, Posture and Activity Patterns

Group (Herd or Flock) Behavior

Sounds or Acoustical Communication

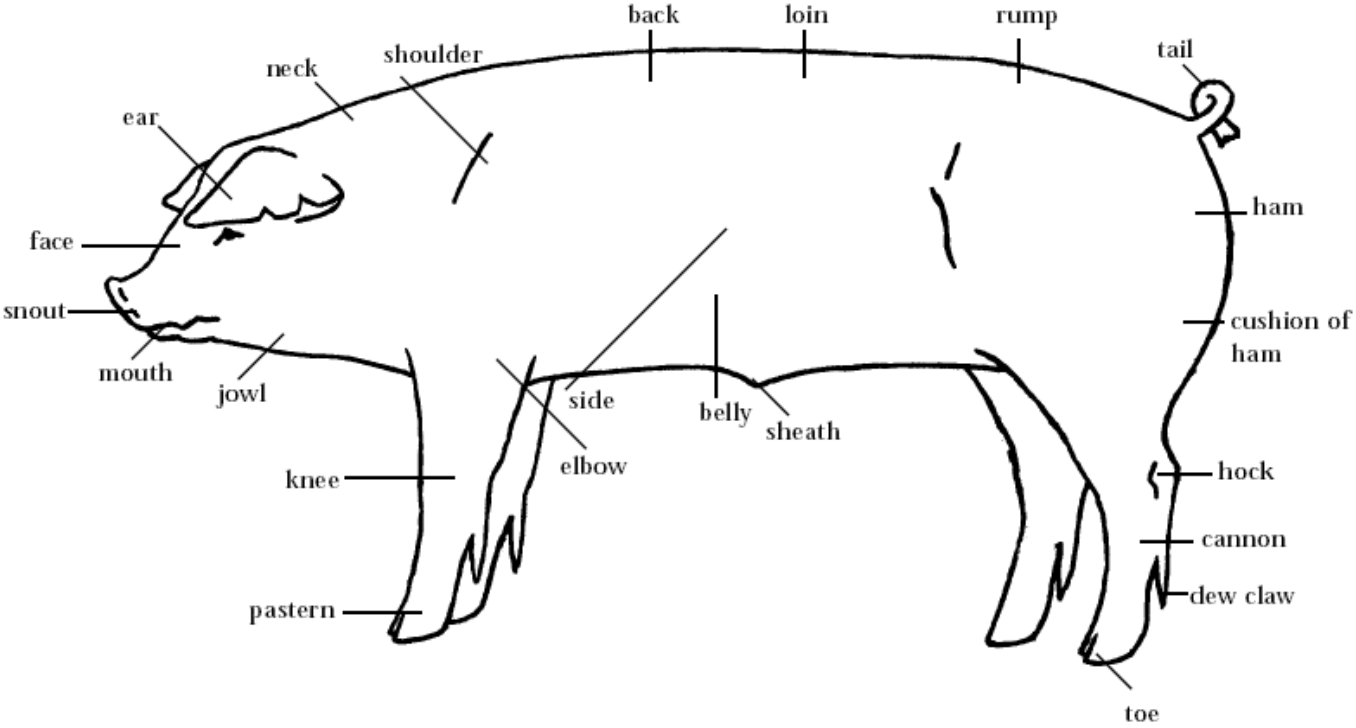
Normal Vital Signs

Assessing Vital Signs**

Body temperature, pulse rate and respiration rate are called vital signs. The body's response to an infectious agent or some other problems often results in a change from normal in one or more of the vital signs. Recognizing these changes along with other symptoms may allow early identification and treatment of a problem before it gets out of hand. Body temperature is measured with a rectal thermometer while the animal is properly restrained and averages 102.6 (102.0 - 103.6) °F. Pulse is the surging of blood through arteries and is usually defined as the heartbeats occurring in a minute (bpm). There is no place on the pig where pulse can be felt by finding an artery so the heart must be felt directly over the chest, or you may use a stethoscope to listen to the heart beat. Pulse rate averages 70 (60 – 80) bpm. Respiration rate can be measured by simply counting the expansion and relaxation of the rib cage and abdominal wall (ranges 8 - 13 breaths/minute). It is also helpful to examine the mucous membranes (inner eye lid, inside the nostrils, inner lips and gums) checking for a moist, pink appearance.

Swine Body Parts

It is important for livestock producers to share a common language. Using the correct names for various body parts is one way to be certain your message is understood. Study the pictures with the names of the body parts labeled so that you can communicate with other producers using correct terms.



Restraint

In order to carry out routine animal health care practices, animals must be prevented from moving about freely. Methods of restraint could be put into five categories.

1. Psychological – knowledge and anticipation of natural behaviors to accomplish task
2. Train or desensitize – repeat exposure to stimulus, cotton in ears, blind fold
3. Confinement - chutes, alleys, stalls, or barriers
4. Tools and physical force –ropes, snares, nose tongs, canes, prods and whips
5. Chemical sedation or immobilization – potentially dangerous, should not be used without veterinary supervision.

Whichever method or methods are employed, it is important to use common sense, plan ahead, be safe and always use SELF CONTROL. Haste is the enemy. Ask the following questions: Will the method minimize the danger to the handler? Will the method minimize danger to the animal? Will the method cause unnecessary pain or fright? Will the method allow the management technique to be completed as necessary? If any of the questions are answered negatively, other restraint methods should be used.

Ropes used in Restraint

Rope is one of the tools used most often by livestock producers. Knowledge of rope, knots, and hitches is indispensable. The most common type of rope used by livestock producers is the three strand braided rope which can come in many diameters and be made of man-made or natural fibers. Cotton ropes are soft, flexible and are least likely to cause rope burn though not as strong as other fibers and will rot and deteriorate over time. Cotton ropes are good for tying up limbs, for neck ropes and for lead ropes (if 5/8 inch or larger). Nylon is the strongest type of rope and will not rot from water or mildew but will stretch and often causes rope burn. It makes the strongest lead rope and is excellent for slinging and total restraint. Regardless of the fiber, ropes should be of fairly wide diameter, soft-surfaced and free of knots. Webbing should be free of rust and dirt and have smooth surfaces. Ropes should be kept clean, dry and untangled.

Knots for Livestock Handling

There are many circumstances in swine handling that will require you to tie knots. Take the time to learn to tie several types of knots and hitches so that you will have the right knot for the right circumstance. Practice often so that it becomes second nature. In an emergency situation, you do not want to have to think about which knot to choose and how to tie it.

Knots join ropes together, attach ropes to a post or rail, or attach ropes to an animal.

Hitches are used to attach a rope to a post or rail - only thing securing the rope to post is the pressure of one rope coil wrapping upon the others.

Splices are used to permanently join ropes to one another - individual strands from each rope are interwoven with strands from the other.

<p>Reefer's Knot (<i>Quick-Release Square Knot</i>) A good non-slip knot for tying ends of rope together and can easily be released. An advantage is that it can be tied under tension - an important feature for a knot used to restrain livestock.</p>	<p>Bowline Knot A non-slip knot used to form a loop that will not tighten or draw down when placed around an animal's body or a post.</p>
<p>Quick-Release Knot The standard way to tie an animal to a post. A variation of a slipknot that can be released very quickly, even when under tension. This knot should never be tied around the neck or body of an animal.</p>	<p>Honda Knot Knot used to form small loop in the end of a rope in order to pass the rest of the rope through, forming a much larger loop, or lariat.</p>
<p>Square Knot Excellent for tying two nearly equal size ropes together or for tying the ends of a single rope together to form a loop. Used mainly to secure gates or cage openings. Also used to tie a cloth or gauze bandage around the limb of an injured animal.</p>	<p>Double Half Hitch A quick and easy knot which acts like a slipknot and is a convenient way to tie up the end of a rope.</p>

Methods of Animal Identification

Proper animal identification has always been essential for record keeping and for efficient execution of normal management practices. In recent times, the threat of bioterrorism and the potential for rapid spread of diseases affecting livestock and human populations has led to the development of the **National Animal Identification System (NAIS)**. The NAIS is a national program intended to identify specific animals in the United States and record their movement over their lifespan. It is being developed by the U.S. Department of Agriculture (USDA) and State agencies—in cooperation with industry—to enable 48-hour trace back of the movements of any diseased or exposed animal. This will help to ensure rapid disease containment and maximum protection of America's animals. The records maintained will include: Animal Identification Number, AIN, or Group/Lot Identification Number; GIN, Premises Identification Number, PIN of the location where the event takes place; Date of the event; Event type (movement in, movement out, sighting of an animal at a location, termination of the animal, etc.) For more details you may visit the following websites:

National Animal Identification System website. <http://animalid.aphis.usda.gov/nais/index.shtml>

Pork.org website <http://www.pork.org/PorkScience/SwineID.aspx?c=Home>

Many options exist for swine, some permanent, some temporary. Whatever method is chosen, it should be visible, easy to apply, unalterable, inexpensive and not cause harm or discomfort to the animal. Possible methods of swine identification include: tattooing, ear notching, ear tagging, or implanted transponders.

TATTOOING

Advantages - It is permanent and it does not disfigure the animal.

Disadvantages - Animal must be confined in order to read tattoo. Tattoos are hard to read on dark-skinned animals.

Equipment Necessary -

Tattooing Instrument	Tattooing Ink or Paste
Tattooing Numbers &/or Letters	Hog Snare (Swine)
Alcohol	Clean Cloth

Procedures -

1. Assemble the necessary equipment. It is important that the numbers and/or letters be placed into the tattooing instrument in the proper order. As you look at them in the tattooing instrument, they should appear backward. Always check the numbers and/or letters on a piece of paper or card board before you begin to make sure they are correctly placed.
2. Restrain the animal.
3. Two ribs of the cartilage divide the ear into top, middle and bottom thirds. The tattoo should be placed in the top third of the ear just above the cartilage rib and equal distance from the base and the tip of the ear. Tattooing on the edges of the ear or in the hair portion of the ear can make reading the tattoo difficult. Do not tattoo between the two cartilage ribs; this area is reserved for some types of ear tags.

4. Clean the inside of the ear, where the tattoo will be placed, with a cloth soaked in alcohol. Infections or warts can result if a tattoo is placed in a dirty ear.
5. Position the tattoo instrument inside the ear so that the needlepoint dies are above the ribs as described in step three. Squeeze the handles of the tattooing instrument together completely and quickly; then release them fully.
6. Rub tattoo ink or paste into all of the needle marks. Work the ink or paste well into the marks.
7. Release the animal.
8. Clean the tattooing equipment with alcohol after each day of use.

EAR TAGGING

Advantages – Economical; can be read from a distance; they are flexible

Disadvantages - Plastics tend to become hard and brittle in cold weather. Loss of tags.
Pre-numbered tags with block-type numbers are difficult to read if they get soiled.

Equipment Necessary -

Ear Tag Applicator Cloth Marking Fluid Hog Snare Antiseptic

Procedures

1. Select tag style and size, contrasting ink and tag colors.
2. Select a numbering system for the ear tags.
3. Select pre-numbered or blank tags. Pre-numbered tags are more convenient, but not as adaptable to your “system” as the blank tags can be. If you choose the blank tags, number the plastic tags with marking fluid recommended by the tag manufacturer. Plastic tags should be numbered the day before they are inserted into the ear. Number the tags with large numbers along their bottoms so that they can be seen from a distance when hair grows in the ear.
4. Insert the ear tag into the appropriate applicator. Each tag manufacturer has an applicator designed specifically for its type of tag. Two-piece tags require that the male portion of the tag be slid over a pin and the female portion inserted into a clip. Be sure to follow the manufacturer’s directions when inserting the tag into the applicator. When using two part tags make sure that the male portion of the tag lines up with the female portion of the tag.
5. Select the ear to be tagged and the tagging site on the ear. The site selected will vary with the style of tag selected. Two-piece tags should be placed between the cartilage ribs or below the ribs approximately halfway between the base and tip of the ear. Since the male part is the piercing part, it is easier to locate exactly where you want to place the tag if the male part of the tag is placed in front of the ear and the female part behind the ear.
6. Hold the ear with one hand while using the other hand to insert the ear tag. Pay particular attention to the proper ear tag site. The two-piece tag is applied with a pliers-type applicator by squeezing the handles until the ear tag snaps together.
7. Treat the pierced ear around the tag with an antiseptic or iodine to prevent infection and fly irritation.
8. Release the animal.

EAR NOTCHING

Advantages - Permanent; Can be read from a distance

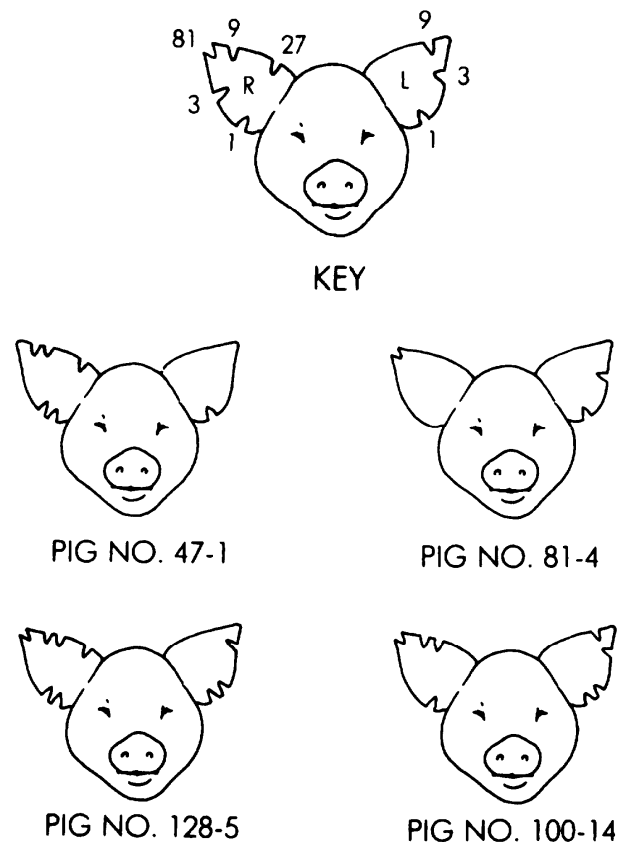
Disadvantage – May disfigure the animal; requires training (math skills) to read;

Equipment Necessary -

Ear Notcher Hog Snare Disinfectant Cloth Farrowing Records

Procedure –

1. Separate one litter of newborn pigs from the sow.
2. Separate by sex if you ear notch numbering system or record keeping system requires this. Notch gilts first. Replacement gilts then have low numbers that are easier to read later.
3. Count the pigs and record the pig numbers for this litter on farrowing record forms.
4. Of the management skills done on newborn pigs, ear notching should be done last because more bleeding occurs. Grasp the pig firmly but gently taking care not to choke him. Put your thumb on one side of the head or face and the other four fingers on the opposite side. The pig may resist the operation slightly. (The pig's right and left ears are on the pig's right and left side). The notching system used will determine the location of the litter number and the individual pig number. The right ear shows the litter number and the left ear shows the individual number. Use an ear notcher that is designed for newborn pigs. Notching too shallowly can result in errors in reading the numbers. If the notch is too deep, the pig may lose or more easily tear off part of the ear. Do not put notches too close together. Leave at least 1/4 inch between notches.
5. Grasp the disinfected ear notcher. Check the record form for the number of the pig to be notched. Notch the ear with the litter number first.
6. Proceed to notch the pig number in the other ear.
7. After notching, double check the notch to make sure it is correct.
8. Release the animal.



Swine Health Supplies

Research the following items and practices to gain knowledge of their purpose in livestock production. Be prepared to identify these items and explain their use. Livestock equipment supply catalogs are a good study resource. Some have photographs on their web sites.

- Antiseptic
- Bleach
- Snare, crooks, canes
- Dewormer
- Disinfectant
- Dose syringe
- Ear notcher
- Ear tags
- Heat lamp
- Injectable iron
- Needles
- Paint stick
- Penicillin
- Scalpel
- Stomach tube
- Syringes
- Tattoo
- Thermometer
- Tincture of Iodine
- Vaccine

Administering Medications and Vaccinations

As a routine part of herd health management, livestock producers must administer medicine. It may be given topically (on the skin), orally (by mouth), or by injection. Each of these techniques may bring about undesirable behavioral responses so you must properly restrain the animal and protect yourself. Topical treatments may be dangerous to humans so you should wear gloves and follow all safety precautions of the manufacturer. Medications given by mouth may be fed, loaded into a balling gun, or mixed into a drench or a dose syringe. Care should be taken that the animal does not choke and fluids are not forced into the lungs. Injections put medications directly into the animal's system. There are many routes but we will focus on subcutaneous and intramuscular. In subsequent sections of the manual, detailed descriptions are given.

How to Give an Injection



Vaccines and many medications must be given by injection. When learning to give an injection, some of you may find it easier to practice on an orange or banana because fruit cannot feel pain. The discomfort that an animal getting a shot feels is similar to the discomfort that you feel when you get shots from your doctor. When giving an injection to an orange or banana, we must remember that it is somewhat different than giving an injection to a live animal. The live animal may move around and the skin may be harder to get the needle through.

There are two main types of injections - *subcutaneous* (Sub-Q) or *intramuscular* (I.M.). The subcutaneous injection is given just under the skin and the intramuscular injection is given within the muscle tissue. On your orange, the peel is comparable to the skin on an animal, the orange sections are comparable to the muscles and the area in between these two is the comparable to the subcutaneous space.

To draw up an injection, wipe the vial top (rubber stopper) with an alcohol moistened cotton ball to disinfect it. Make certain the needle is securely attached to the syringe by inserting the plunger portion of the syringe into the open end of the syringe and twisting the needle onto the syringe tip. Remove the cap - do not touch the needle. Draw the plunger back to fill the syringe with an amount of air equal to the amount of vaccine you want to inject. Push the needle (with syringe) through the rubber stopper of vaccine and inject air - this prevents a vacuum from forming as you draw the vaccine out. Turn the vaccine vial (with needle/syringe still inserted) upside down, and draw out the desired amount of vaccine. Turn vial right-side up, remove needle/syringe, and cap needle until ready to use.

To give a subcutaneous injection:

Place the needle just under the skin by picking up a fold of skin from the elbow pocket or flank between your fingers and insert the needle just under the fold of skin. Push the plunger to expel the injection into the animal.

To give an intramuscular injection:

The needle must penetrate the muscle. Draw up the material as before. You may wish to rub the animal vigorously with your fingertips where you are going to give the shot to desensitize them to the stick and then quickly put the needle through the skin and into the muscle. After the needle is in the muscle, push the material into the animal with the plunger. When the syringe is empty, remove the needle and syringe from the animal making sure that the needle is still attached and replace the cap to prevent injury. Intramuscular injections should be given in the neck region. Injection site blemishes may include abscesses or scar tissue. Packers and processors have problems with injection sites in the hip area because they have to trim away product from this high value area. If given the option of subcutaneous or intramuscular, always choose subcutaneous.

Always use sterile equipment as dirty equipment could cause infections at the injection site. Remember to dispose of all needles and biological wastes properly. It is important that you consult your veterinarian before giving any shots and always **READ THE LABEL** and **FOLLOW INSTRUCTIONS**. Proper animal identification and record keeping are vital components of your swine management program. Remember to always **WRITE IT DOWN**.

Injection Site Management

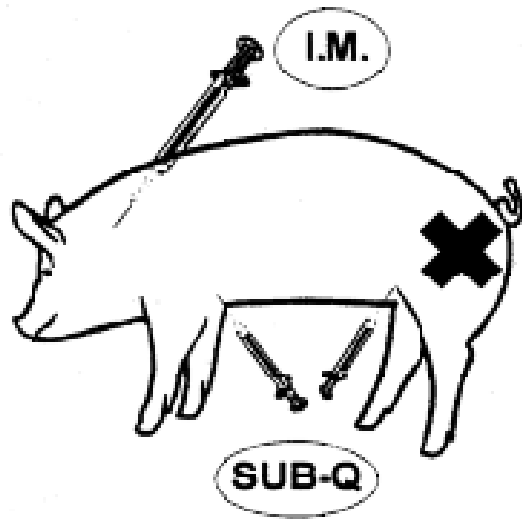
Selection of appropriate injection sites is very important for the well being of the animal to avoid abscesses and nerve damage. Since most livestock eventually end up in the retail case, it is also important to choose injection sites wisely so there is no adverse effect on the products for sale.

Problems and concerns for food safety fall under 3 areas: injection site management, residue avoidance (antibiotics, chemicals and feed contaminations) and foreign object avoidance (broken needles). The National Pork Producer's Council has developed the **Pork Quality Assurance Standards** for swine managers. For detailed information visit:

<http://www.pork.org/Producers/YPQAP.aspx?c=YPQAP>

There are five ways to give injectable medication to pigs:

- All products labeled for **intra-muscular (IM)** use shall be given in the neck just behind and below the ear but in front of the shoulder. All products cause tissue damage when injected IM. Never inject in the ham or loin. Use the proper size needle to ensure the medication is deposited in the muscle, not other tissues.
- Products labeled for **subcutaneous (SQ)** administration should be given SQ in the flank or elbow. Inject only into clean, dry areas. Use proper length needle and angle to avoid injecting into the muscle. This technique should be used only upon veterinary instruction and guidance as serious injury to the pig can occur.
- Tilt the pig's head upward and administer products labeled for **intranasal (IN)** using the recommended application tip, making sure the product reaches deep into the nasal passages.
- **Intraperitoneal (IP)** meaning in the abdominal cavity and **intravenous (IV)** meaning in the vein should be used only upon veterinary instruction and guidance as serious injury to the pig can occur



Needle Usage

Develop a Standard Operating Procedure (SOP) for needle usage to include: needle handling, injection technique, animal identification and packer notification procedures.

If a needle breaks off in an animal, report it to the packer.

Prevention:

Ensure proper animal restraint.

Select the proper site for injection

Select the proper size and length of needle based on the pig's age, injection site, and product.

Change the needle as needed to maintain cleanliness and sharpness.

Retrieve dropped needles.

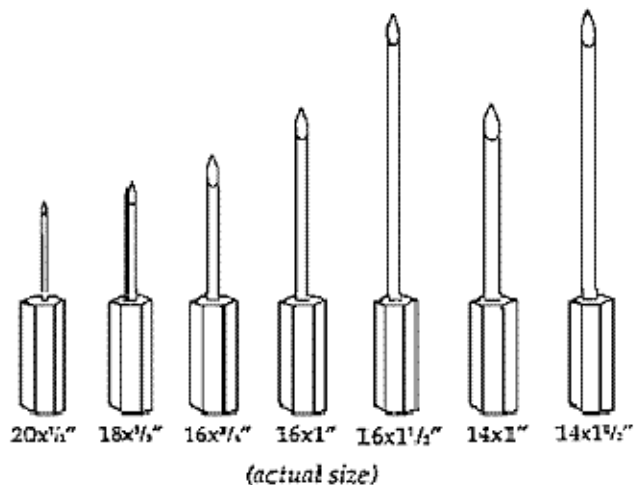
Change bent needles – NEVER STRAIGHTEN A BENT NEEDLE.

The following are recommended needle sizes and lengths:

	Gauge	Length
<u>Intramuscular Injection</u>		
Baby Pigs	18 or 20	5/8" or 1/2"
Nursery	16 or 18	3/4" or 5/8"
Finisher	16	1"
Breeding Stock	14, 15, or 16	1" or 1 1/2"

Subcutaneous

Nursery	16 or 18	1/2"
Finisher	16	3/4"
Breeding Stock	14 or 16	1"



Estimating Body Weight

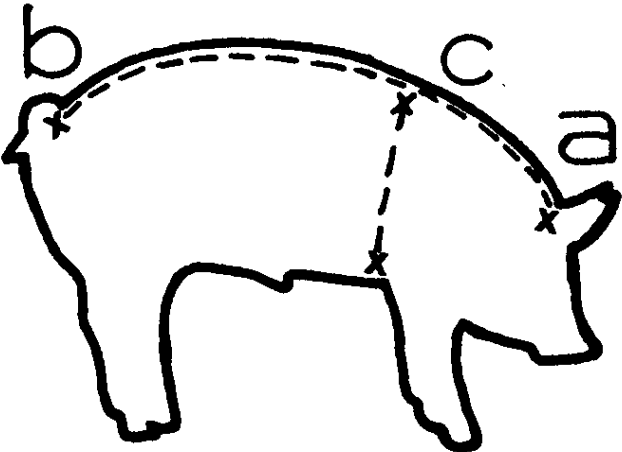
One challenge in administering medications is determining the proper dose. Many medications base the dose on body weight. If you do not have a scale available, you should have a method of estimating weight that is fairly accurate so you do not overdose or underdose your animal. Always follow label directions. Too much of a good thing is often very bad but underdosing of products like dewormers can speed up resistance by the parasites.

Step 1: Measure the circumference (heart girth) of the animal (C in diagram).

Step 2: Measure the length of body, from the point of the shoulder to the point of the rump (pinbone), in inches (distance A-B of figure below).

Step 3: Take the values obtained in steps 1 and 2 and apply the following formula to calculate body weight:

$$\text{Heart girth}^2 \times \text{body length} \div 400 = \text{weight in pounds}$$



Calculating Dosages

Read medication labels carefully when calculating doses.

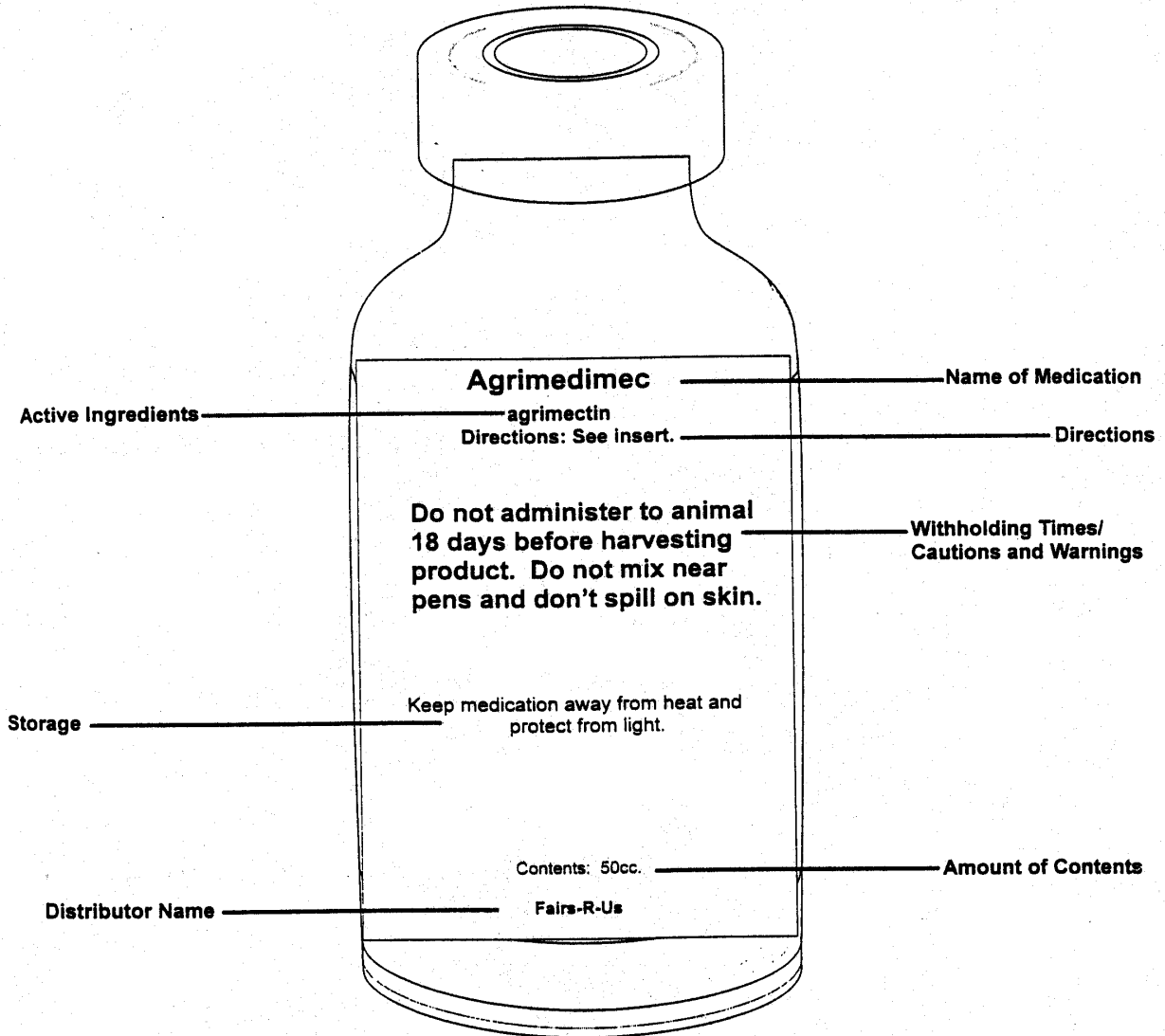
Example: A 100 pound sick animal requires an injection of antibiotic at a dosage rate of 2,500 units/pound. The antibiotic to be used contains 100,000 units/ml. How much antibiotic should the producer give to the animal?

Step 1: Calculate how many units a 100 pound animal needs.
 $2,500 \text{ units/lb} \times 100 \text{ lbs} = 250,000 \text{ units}$

Step 2: Calculate how many mls. of the antibiotic would deliver the needed units.
 $250,000 \text{ units} / 100,000 \text{ units/ml} = 2.5 \text{ mls.}$

Medication Labels

Manufacturers of pharmaceutical products follow strict guidelines in labeling their products. Understanding what is on the label and how to use the information is a critical skill for livestock health care management. Using the picture shown here, study the labels on the products you routinely use on your project animals.



The use of trade names in this publication is solely for the purpose of providing specific information. It is not a guarantee, warranty, or endorsement of the products named and does not signify that they are approved to the exclusion of others.

Medication Calculations

Seniors

Be prepared to read a medication label and calculate when to administer booster shots, withdrawal times, etc.

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3 Gave Animal Antibiotic Shot	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18 Harvested Animal	19	20	21
22	23	24	25	26	27	28
29	30					

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

QUESTIONS:

Looking at the first calendar, if a medication that had a 32 day withdrawal time was administered on the 3rd, is it proper protocol for the animal to be harvested on the 18th? Why?

Using the calendar above, when could your animal be safely harvested if administered the antibiotic on the 3rd?

Swine Diseases**

Name: Colibacillosis
Cause: Bacteria, toxin producing strain of *Escherichia coli*
Major Symptoms: Listlessness, diarrhea dehydration and emaciation, and rough hair coat are noticeable with infected swine. Death often occurs 12-24 hours after the onset of diarrhea.
Prevention: Ensure the pigs get an early feeding of colostrum. Good sanitary practices around new born pigs, as well as good sanitary conditions in the farrowing house. Ensure that the new born pigs are warm, clean, and dry. There are also vaccines for gilts and sows to ensure some antibodies in the colostrum.

Name: Transmissible Gastroenteritis (TGE)
Cause: Virus
Major Symptoms: In baby pigs roughing of the hair coat, shivering, vomiting, refusal to nurse, and extreme thirst are all signs that TGE maybe present.
Prevention: Avoid exposure to dogs, foxes, bids, or feeder pigs, all of which can transmit this virus, especially during the farrowing season.

Name: *Colstridium perfringens* Type C Enteritis
Common Name: enterotoxemia, hemorrhagic enteritis, and bloody scours
Cause: bacteria, *Colstridium perfringens*
Major Symptoms: Occurring during the first week of life the disease begins with diarrhea that leads to watery, yellow scours which may contain blood this generally leads into bloody feces. The pig will usually die with in a few hours of the diarrhea starting.
Prevention: Injection of Type C antitoxin given to the new born pig as soon after birth as possible.

Name: Leptospirosis
Cause: Bacteria, *Leptospira interrogans*, subclassification, "serovars" pomona
Major Symptoms: Typically there are not any symptoms other than the infected sow will generally abort about 2-3 weeks before farrowing date. Confirmation of infection for the disease must be done in a laboratory.
Prevention: Good sanitation, and herd management are effective in preventing an out break as well as vaccination of the entire herd.

Name: Parvo virus
Cause: Virus
Major Symptoms: Gilts, sows, and boars are not affected by the parvo virus, only pigs. Sows pregnant with infected pigs will show signs of anestrus, false pregnancy, have small litters, or mummified feti. Sows may also have infrequent abortions.
Prevention: Gilts and Sows should be vaccinated with a dead vaccine at 6 weeks and 3 weeks prior to breeding.

Name: Swine influenza
Cause: Virus, Type A influenza

Major Symptoms: Symptoms that show signs of infection in the respiratory tract are, hard deep coughing, labored breathing, and a fever of around 108 degrees F. If the infection is in the reproduction tract then the sow may have small litters, abortion, or the embryos may be absorbed. Litters that survive farrowing, may have slow growth rates, or die during the suckling period, or after weaning.

Prevention: There is not a vaccine so it is recommended that you infect and recover a gilt prior to breeding, by exposing her to an infected sow.

Name: Erysipelas

Cause: Bacteria, *Erysipelothrix rhusiopathiae*

Major Symptoms: Light pink to dark purple diamond shaped splotches of discolored skin may appear on the infected swine. Temperature will increase to about 108 degrees F. Pregnant gilt or sow infected then they will abort.

Prevention: Vaccinate sows and gilts before breeding, and then a booster is suggested 4 weeks prior to farrowing.

Name: Porcine Reproductive and Respiratory Syndrome (PRRS)

Cause: Virus

Major Symptoms: In breeding females depression will occur along with a loss in appetite, and a sudden drastic increase in still born pigs. In nursery pigs labored, rapid breathing, poor performance, and other sicknesses will intensify. Finishing pigs infected with Erysipelas will go off their feed, have depression and a fever, and coughing. Infections in finishing pigs is less severe than nursery pigs.

Prevention: Vaccination will not give 100% protection but will help to lessen the disease. The use of a strict All-in All-out (AIAO) program will also help to reduce spreading between herds. A strict program of quarantine for all new replacements will help to ensure that there is not an introduction of the disease.

Name: Atrophic rhinitis

Cause: Bacteria, *Bordetella bronchiseptica*

Major Symptoms: Sneezing, sniffing, snorting, coughing, twisting their snouts, and a nasal infection.

Prevention: Good sanitation, and proper living environment as well as watching for contact of animals outside of the herd.

Name: Mycoplasma pneumonia

Cause: bacteria *M. hyopneumoniae*

Major Symptoms: Hacking cough. Mycoplasma adhere to cilia of the trachea and bronchial epithelium, causing them to slough which makes the pig prone to secondary infections.

Prevention: Reduce stress, avoid overcrowding and temperature extremes, provide good sanitation, nutrition and ventilation, vaccinate

Name: Circovirus

Cause: Virus

Major Symptoms: Wasting, slow growth, enlarged lymph nodes, jaundice, diarrhea, anemia.

Prevention: Vaccinate, reduce stress, good sanitation

Name: Pseudorabies
Cause: Virus
Major Symptoms: Signs of an outbreak include sudden death of pigs under 3 weeks of age. Fever, loss of appetite, labored breathing, trembling and incoordination of hind legs can be seen in an infected pig over the age of 3 weeks. In mature pigs there is a less severe fever, loss of appetite, abortion and other reproductive issues.
Prevention: Good sanitation of the environment and handlers aids in prevention of spreading the virus. Infected swine should be quarantined, after the infection has run its course they will be immune to the virus but should be treated like carriers of the virus.

SWINE SHOWMANSHIP

ATTIRE:

Required Dress Code: All exhibitors will be required to be clean and neat and dressed in white, green, dark blue or dark black jeans or slacks with a solid white shirt with a white collar. FFA and 4-H accessories are strongly recommended. No caps or hats. Closed-toed shoes or boots are required.

Training Swine for Showmanship

Training of swine for a show should begin three or four weeks, or sooner, before the show. The training should take place in an area other than the pen in which he/she is raised and should be similar in size to the show ring. Exercise time is a great training time.

1. Turning the pig to the left is done by placing the prod or crop on the right side of the pig's face and lightly tapping him below the ear on the neck or jowl.
2. Turning the pig to the right is accomplished by tapping the left side of his/her head as described above.
3. To stop your pig, place the prod in front of or across of his/her face.
4. Walk, or drive, your pig by tapping on the side or belly. Never strike your pig hard. This may injure or bruise the pig and present a danger to other exhibitors.

In the Show Ring

Proper Use of Brush and Prod:

1. Use your prod/whip only when necessary. If using a cane, maneuver the pig with the hook end and hold the straight end.
2. Never hit a pig, especially on the ham or loin.
3. Never allow the prod to point outward and never run in the ring. Always point your prod toward the ground.
4. Carry a small brush in the ring. When your pig has dirt, sawdust or other materials on him/her, quickly brush it off. Do not spend a lot of time brushing in the ring. Brush only when the judge is not looking.
5. The prod is a directional devise, not a pacifier. Do not rub or "saw" your pig.
6. Your prod should always be in the hand closest to the head.

Proper Showmanship Procedure:

1. Enter the show ring with a smile on your face. Try to enter the ring first, and preferably not with a mob of pigs.
2. Most pigs will run when they enter the ring. Don't run after your pig. Walk to your pig and begin driving whenever he/she stops running.
3. Always keep your eye on the judge. A good showman knows where the judge is in relation to his/her animal at all times. This enables the showman to follow the judge's directions and commands.
4. When given a command, complete it as quickly as possible.
5. Keep your pig in the open, away from other pigs, so that the judge can see it.
6. Never let your pig be closer than 10 feet from the judge, unless he/she is trying to approach you.
7. Drive your pig across the open ring in front of the judge, giving him/her a side and rear view, walking at a natural speed.
8. Never allow your pig to stay in a group of pigs, root, run or fight. Standing still is only necessary when in a good position.
9. Do not try to break up fighting pigs; ring men with hog hurdles are there for that purpose.
10. Never stand between your pig and the judge. Always stay to the side or rear of your pig.
11. If your pig walks between the judge and another pig, do not follow your pig. Step behind and go around the other exhibitor.
12. Do not overwork your pig.
13. Know valuable information, such as, weight, average daily gain, age and breed.

Adapted from Swine Showmanship for the Youth Exhibitor by Timothy T. Marshall, William R. Walker, David L. Prichard and Sandra H. TenBroeck.