

ALL set up is done on your home web page (website) **BEFORE** downloading app.

Getting Started Guide

1. **Manage my Enterprise** > manage enterprise details to enter trading name > save
2. **Properties** > Manage Properties > Create new
Enter name, location, ownership status, pic number and brand > create
3. Properties > **Paddocks** > Create new
Enter paddock names, total and arable area per paddock
This action will enable app to give DSE rating for paddocks.
4. Properties > Paddocks > **Mobs** > Create new Mob
Click on the 'mobs' tab next to the paddock you are assigning mob to.
Enter mob data - including mob number, breed, year of birth, tag colour and sex
Click 'create' and the mob will be assigned to the paddock.
5. Manage my Enterprise > **To Do** > Create New
Tasks can be added from the home web page or app.
6. Manage my Enterprise > manage **Rainfall Gauges** > Create New
Once set up on home web page, readings are added through app for record keeping
7. Manage my Enterprise > **Sales & Purchases** > Sales > Create New
Can be done from home web page or app - Also applies to Purchases
8. Manage my Enterprise > **Manage Users** > Create New
New users are added here on your home web page - no limit to the amount of users an Enterprise may have.
9. Manage my Enterprise > **Activity Log**
Viewed on both home web page and app - allows you to see what actions have been made, stock moved, dates and any applicable notes attached.
10. Manage my Enterprise > **Stock Report**
By entering a start and end date, you may generate a printable report.
11. Manage my Enterprise > **Subscription**
Allows users to manage sub, payments and account - choose from monthly/yearly option.

How to Create a New Mob

- A) All age groups and sex of sheep need to be given their own unique identity, which can be entered manually or chosen from a drop down menu.

This format is tag colour (using the NLIS identification scheme).

Enter the tag colour and year.

Merino is the default breed, other breeds need to be picked from the dropdown menu along with the sex of sheep.

For example: Green ewes born in 2011 would be entered thus - **GRE11E**

- B) Enter the number of sheep in the mob and assign to paddock and **SAVE**.

This information will then appear colour coded on the app(s) and home web page.

The 5 descriptions for all mobs are:

- E = ewe
- W = wether
- R = ram
- MS = mixed sex
- DE = dry ewe

From Webpage to App

Once **all enterprise data is entered** on your home web page (Admin area) in Manage my Enterprise, you are then ready to download the app on your chosen devices.

Once downloaded, log in using your email address and chosen password, and you will now see all enterprises and list of paddocks with mobs attached. **App Home Page**.

Using the App

Home > Choose Property > **Property home page**

This page displays the paddocks and allocated mobs as an overall view.

The ellipsis (three dots) on far right of screen brings up **Paddock Actions Menu**.

Choosing **Paddock Details** at the top of the scroll allows you to view stocking rate, arable area, and update **water** quality and quantity.

Each paddocks **Water** quality and quantity is entered on a scale of 1 to 5. 1 being dry with poor quality, 5 being full and top quality.

From home page view, swipe right to view **MENU**.

Menu

Menu > To Do > New

Tasks or reminders can be entered so all users are kept informed of upcoming tasks and important dates.

App will have a red dot alert when new **To Do** is entered until read by app user.

Menu > Rain

New readings can be entered to each rain gauge and when saved will be date stamped.

Menu > Sales and Purchases

Can be added via the app, however, the **price** (\$ value) of stock may only be entered through the admin area (home web page).

Menu > Activity Log

A log of all actions performed by all users. Viewed via app and web home page. History date stamped log.

Menu > Sync Status

Provides users with the ability to perform full sync without waiting for app to do so periodically.

Actions

Home > Select Property > Select Mob > Actions (top right corner).

The following **Actions** are available:

* After each action is entered, be sure to press **SAVE** in top right corner.

1) **Count**

Shows mob details, allows entering of deaths and missing sheep as well as the current count of the mob. Previous counts and date counted are also shown for your record. SAVE after information is added.

2) **Stock Move**

Shows current details, count and location of mob.

Click on Paddock to choose where the stock will be moved.

If you wish to amalgamate 2 mobs, perform a stock move to the same paddock. Here you will get a screen prompt to amalgamate mobs. **Yes** if you wish to combine 2 age groups of the same age and **No** if you still want to see 2 separate mobs in the same paddock. You cannot amalgamate sheep of different tag colours.

When two different age groups are moved to the same paddock, they will appear as **MIXED AGE** (brown tag) on the app. You have the option to treat them as a whole, or by picking the particular age group and treating them individually.

3) **Split Mob**

Choose destination of mob and input the count and tag suffix (if required) for those sheep moving or staying in the mob.

Stock can be moved to different paddocks or properties.
Mobs may be split or amalgamated.

SAVE

4) **Condition Score**

Average CS for mob or average weight of mob (2 options).

5) **Edit Suffix/Notes/Gender**

Edit suffix allows added description within the tag colour for easy identification on home screen.

Notes are attached to the mob at the bottom of the scroll - free use.

Gender enables a mixed sex mob to be changed to ewe/wether/ram as the mob evolves.

6) **Treatment**

Click on **Category** and choose whichever applies. Then choose **treatment** by either 'Apply most recent' or treatment options. When treatment has been chosen from the drop down menu, rate and batch number can be entered.

SAVE

7) **Joining**

Allocate Rams and enter joining period. App will keep track of days till lambing commences and also show energy requirement of ewes as pregnancy progresses.

SAVE

* Although rams physically leave their ram paddock when allocated to different mobs of ewes, the app shows rams still in Ram Paddock: When rams are removed at the end of joining, they are automatically in their paddock.

8) **Pregnancy Scan**

Split mob into multiple, single and dry. Or just remove dry sheep.
App will show potential lambs.

SAVE

9) **Marking**

'Add vaccine' and choose rate and specific vaccine from drop down menu. Add marking details and the app calculates marked % and lambs per Ha.

Lambs are not yet added to total flock numbers, this occurs at **weaning**.

10) **Weaning**

This is when sheep are bought into the flock: **After** they are weaned, allocated a paddock, gender and breed you create a new mob. The number is then added to total sheep in enterprise. FINISH (top right corner)

Hints for users

In **setup**, we suggest you create a fictitious holding paddock/s of 1ha so that you can place sheep in here for reallocation/manipulation at a later time.

Allow time for app to register the action after you have save the information.

The home web page (website) is the user/admin area, data is entered by the primary user, so financial information is not available to other users.

Close all apps running in the background on mobile devices - double click home button and slide away the open apps regularly - good practice to reduce clutter.