

Hernando County



Senior (ages 14-18) <mark>Market Swine Project Record Book</mark>

Name

Age (as of September 1) _____

4-H Club or FFA Chapter: _____

Purpose of this Project The purpose of any animal project is to help teach youth valuable life skills. These are skills that youth need to transition into a healthy, responsible, contributing adult. Animal projects specifically target the life skills of:

- **Responsibility** (feeding and caring for an animal on a regular basis; completing assigned tasks)
- **Determination** (working with the animal on a regular basis to show it)
- **Record keeping** (keeping accurate records of the animal's health and feeding; recording information)
- Money/Resource Management (keeping track of how much money or other resources have been invested in the project, and managing money and resources wisely)
- **Sportsmanship** (practice being a good winner and a good loser through competition with peers and with self; dealing with constructive criticism, even when you've given your best)

"As the exhibitor of this project, I certify that I have personally kept records and completed this record book."				
Signed				
	Member	Date		
"This youth is an active member of the 4-H Club or FFA Chapter. This book has been completed by the youth and is an accurate record of the project."				
Signed				
	Club leader or Chapter advisor	- Date		

Keeping records is an important part of any project, but especially for a market animal project. If you don't keep any records, then you have no idea whether you made money or lost money at the end of your project.

General Project Records - each question has a point value!

1. What is the breed of your swine? 2. Why did you choose this breed?

3. When did you select your swine (what month)?

Rate of Gain

Starting weight of animal on 12/02/2023 (estimate is okay)	
Ending weight of animal on 03/23/2024 at final weigh in	
Total Pounds Gained (ending weight minus starting weight)	
Total days on Feed	112
Rate of Gain (pounds gained divided by days on feed)	

Expenses and Income

An expense is something that you pay for, or that costs you money. Your project expenses include the cost or value of your animal at the beginning of the project, what you paid for feed, what you paid for veterinary bills, and what you paid to show your animal.

Income is money that your project brings you. Examples of project income include what your animal is worth at the end of your project (or what someone pays for your pig), any show premiums you win, and any sponsorships you are given.

For record book purposes, your project begins on 12/02/2023 PROJECT EXPENSES

Animal Expenses

What you paid for your swine OR the value of your swine if donated or self-raised.

- 1. If you bought your animal, simply write down the actual purchase price.
 - 2. If you were given your swine, or if it was born on your property, simply write down the fair market value of your swine. (Not a constant price, do research!)

Value of Animal at Start of Project: \$

Feed Expenses

Date	Type (i.e., 19% Grower, Bulk, Supplements)	Pounds	Cost or Value
	ED EXPENSES		

Veterinary Care Report

Date	Treatment	Withdrawal Time	Cost or Value
	Total Veterinary Expenses (even if donated, use value)		\$

Non-Feed Expenses: Disposables Things you will generally not have left after the project

Date	Type	Cost or Value
TOTAL NON	FEED EXPENSES	\$

If you purchased the item before 12/02/23 but it was for the 2024 show, it counts! Assign a value based on original price and how many years ago it was purchased.

Project Inventory

Inventory means equipment or supplies that you have on hand at the start of your project, items you purchased or received during you project, and items you have left at the end of your project. For items that you buy, simply write down the price paid in the column for beginning price/value. For items that you are given or borrow, estimate what they are worth. Use fair market value. For items that you have on hand, figure the value at the beginning of the project by taking the original cost and subtracting 10% for each year you have owned the item.

To determine the value of items you have at the end of your project, include depreciation. Depreciation means the value of used equipment. Every item is worth less after it has been used. If the item is lost or thrown away by the end of the project, then it has no value. Usually, an item that is kept to use for the next year depreciates 10% each year. For example, a new show halter costs about \$30.00. Based on depreciation, a used show halter that is 2 years old is worth about \$24.00. (Depreciation on equipment is 10% per year).

For example, if you buy a feed bucket for \$5.00, it is only worth \$4.50 at the end of your project.

5.00 X 0.10 = 0.50 5.00 - 0.50 = 4.50

If you bought it last year, it is only worth \$4.00 at the end of this project.

 $5.00 \times .10 \times 2 = 1.00 \quad 5.00 - 1.00 = 4.00$

Item Purchased of Acquired	or	YEAR PURCHASED	If purchased before this project year, original price or value	Price or value at Beginning of this project year	Value at End of this project year	Note if you Sold (S), Kept (K), or Lost (L)
					¢	
TOTAL ENDING INVENTORY \$						

If you purchased the item before 12/2/23 but it was for the 2024 show, it counts!

This page will be *completed* AFTER the Expo

Donations/Add-ons/Sponsorships received before the Expo should be recorded.

PROJECT INCOME

Show Premium Income

Date	Name of Show	Class	Placing	Premiums Won	
TOTAL PREMIUMS EARNED				\$	

Sponsorship Income

Date	Person or Business	Amount of Sponsorship	
ΤΟΤΑΙ	L SPONSORSHIPS	\$	

Animal Income

What PER POUND PRICE did you sell your animal for at the end of the project? \$_____

_______ = ______

Sale Weight X Price per Pound = Animal Income

FINANCIAL SUMMARY – this page contains information unknown prior to the Expo. <u>You are still expected to</u> <u>complete the page</u>, <u>leaving blank</u> where appropriate, and calculate what sale price is needed to break even. After the Expo, prior to turning the book in for 4-H end of the year awards, exhibitors must finalize and recalculate their project.

<u>Project Income</u> (completed after EXPO) Ending Project Inventory (pg. 6, prior to Expo)	\$
Animal Income (pg. 7, after Expo)	\$
Premium Income (pg. 7, after Expo)	\$
Sponsorship Income (pg. 7, after Expo)	\$
Total Project Income Project Expenses (<i>completed prior to Expo</i>)	\$
Animal Expenses (page 2)	\$
Feed Expenses (page 3)	\$
Veterinary Expenses (page 4)	\$
Non-Feed Expenses (page 5)	\$
Total Project Expenses	\$

BEFORE Expo: You will not have a total income. To calculate your break-even sale price, <u>divide</u> Total Project Expenses by the Final Weight of your swine.

Final Weight: _____

To break even, my sale price must be: \$____/lb

After the Expo:

TOTAL PROFIT OR LOSS

- Calculated after the Expo

\$_____

Subtract your total project expenses from total project income. This is your total profit or loss.

Project Story

Your story should answer the following questions about your project experience and be a minimum of five paragraphs in length. Grammar, spelling, neatness, and details all matter.1. What is the breed of your animal, and where did you get it?2. What new skills did you learn from this project?

- 3. Who helped you with this project?4. What did you like best or least about this project?
- 5. What would you do differently, if anything, next time?

Project Photos

Include <mark>five to eight photos</mark> of your project with <mark>CAPTIONS</mark> that tell the story within the picture. Exhibitors must capture at least three skills learned or improved during the project year.



This document was developed by Heather C. Kent and Doug Mayo, August 2006, and revised by Nancy A. Moores, 2015 and 2021.

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