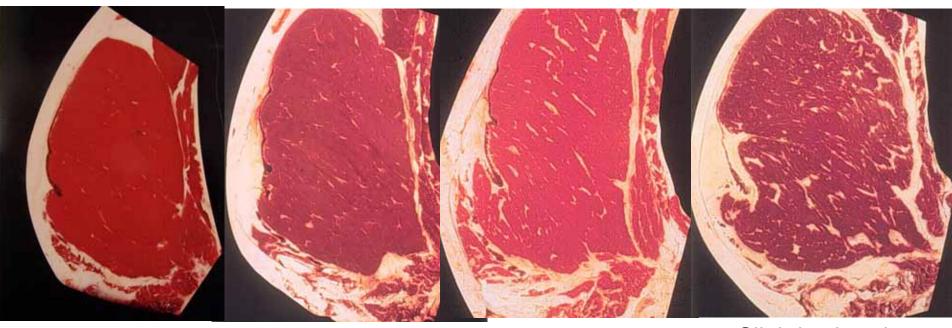


Beef Carcass Terminology

Beef Quality Grades

Slight marbling-Select QG Modest marbling-Avg. Choice QG



Small marbling- Low Choice QG

Slightly abundant marbling-Low Prime QG



Beef Carcass Terminology

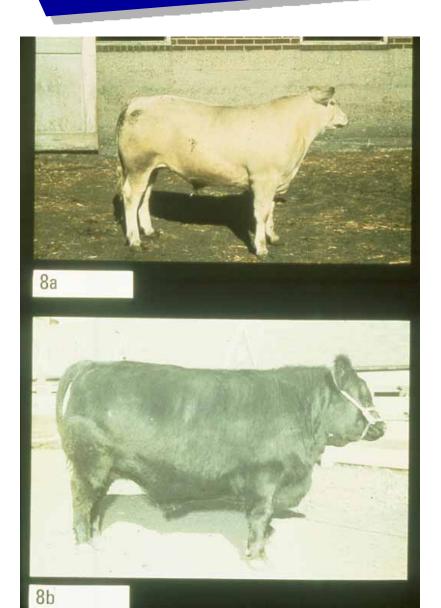
Factors that Affect Quality Grade

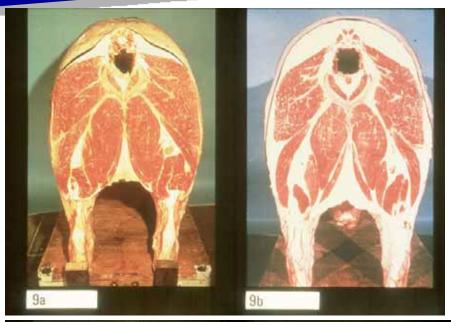
- 1. Length of time on feed & level of nutrition
- 2. Genetic differences among breeds to marble
- 3. Genetic differences among animals within a breed
- 4. Rate of gain
- 5. Stress- Dark Cutters
- 6. Other environmental factors



Live Animal Comparisons

World Class. Face to Face.









Live Animal Comparisons

World Class. Face to Face.

Steer A

Steer B

Lean 60%

43%

Bone

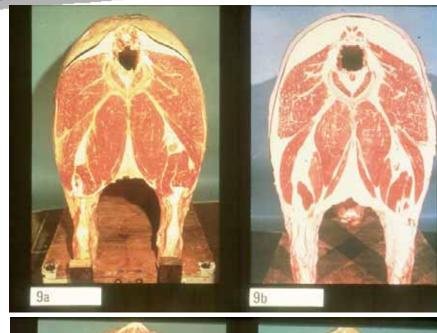
14%

13%

Fat

26%

44%





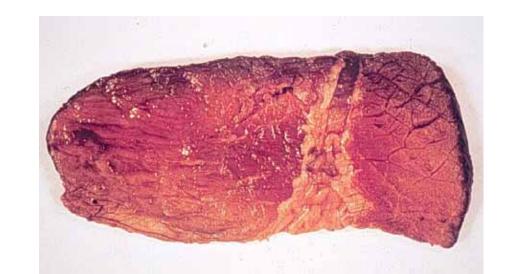


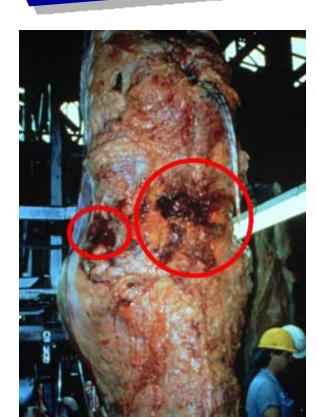
Quality Problems

Vaccination abscess



Cooked meat with abscess





Carcass bruises

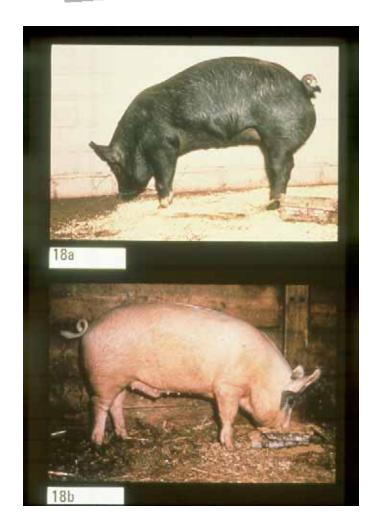


Asotin County Fair Data

<u>2003</u> <u>2004</u> <u>2</u>	<u>2005</u>	<u>2006</u>	<u>2007</u>	<u>2008</u>
No. steers 15 18	13	15	16	18
Start Weight 856 793	779	857	842	832
Final Weight 1286 1243	1241	1335	1334	1331
ADGain 3.09 3.19	3.33	3.27	3.38	3.42
Rib fat .35 .39	.41	.38	.37	.35
RibEyeArea 13.8 13.8	13.1	14.8	14.8	14.3
ReqREA 13.8 13.4	13.4	14.4	14.3	14.0
YieldGrade 2.6 2.6	2.9	2.6	2.6	2.5
Cutability 50.7% 50.6%	50.1%	50.7%	50.5%	51.0%
QualityGrade % Choice 67% 67%	77%	53%	63%	67%



World Class. Face to Face.



1960's market hogs

Then and now...



2006 Junior Livestock Show of Spokane, 288 pounds.



Industry Standards

Slaughter weight (lbs.)

Fat cover (10th rib)

Age at slaughter

Average daily gain

Muscle (LEA)

<u>Industry</u>

270 lb. Avg.

.60 to .70 tenths

5 to 5.5 months

1.75 to 2.5 lbs

6.5 to 7.5 sq. in.

4-H/FFA Projects

215 to 300 lbs.

.20 to 1.25 tenths

6 to 7 months

1.25 to 2.25 lbs

5.5 to 10.0 sq.in.



World Class. Face to Face.





Show Swine trends the past 5 years...

- Much more emphasis placed on structure
- Heavier upper weights towards 300 pounds
- A combination of adequate muscle and at least .50 inches of outside fat cover

