MECOSTA COUNTY 4-H BEEF PROJECT AREA

NOTEBOOK GUIDELINES

BEEF EDUCATIONAL NOTEBOOK #3

Items A, B, C, D and E are required for notebooks 2-4

- A. Decorative Cover
- B. Title Page
- C. Table of Contents and Notebook Guidelines
- D. Your 4-H story (Tell about your beef project- where you obtained, your goals etc.)
- E. Place the year that you complete each page in the lower right corner of each page.

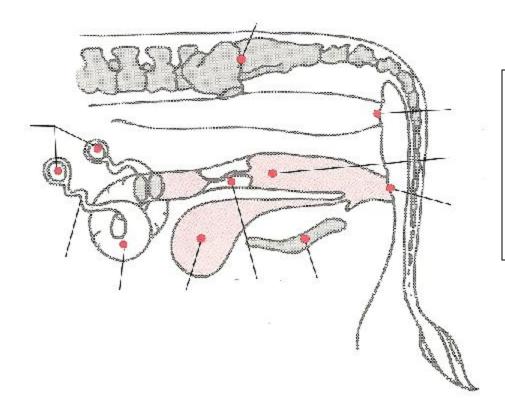
Level Three (3) Beef notebook options:

Options #1 -Fifth year complete 6 of the following items. -Sixth year complete the remaining 6 items.

Option #2 - Fifth year complete all 12 items.

Year Comple	eted	
	1.	Describe and tell the important characteristics of (2) breeds that are raised not only for beef but other purposes. Total of (8) breeds in notebook.
	2.	Identify and label the parts of the reproductive system. Diagrams on page 2.
	3.	Define the following terms; ovary, cervix, uterus, oviduct, scrotum, testicles, epididymis and sheath.
	4.	List (4) calving supplies you should have available and why you would use them.
	5.	List (3) possible calf loss reasons and how to avoid them.
	6.	Describe (2) techniques for castrating and dehorning a calf and the benefits of each.
	7.	Describe the desirable characteristics of the beef/dairy feeders loin, shoulders and legs.
	8.	Explain the difference between beef and veal and include (2) recipes containing either one.
	9.	List (6) beef by-products and their uses.
	10.	List what techniques are used to deworm your calf/steer.
	11.	Continue your beef/dairy feeder records for breeding, feeding, and expenses. Include in notebook
	12.	Include pictures of you and your animal and any ribbons/awards you may have won at fairs/shows.

Reproductive Systems



Cow Reproductive Parts

- 1. Oviduct
- 7. Rectum
- 2. Ovary (2)
- 8. Bladder
- 3. Uterus
- 9. Cervix
- 4. Vagina
- 10. Vulva
- 5. Pelvic Bone
- 6. Broad Ligament

Bull Reproductive Parts

- 1. Testicle
- 2. Epididymis
- 3. Sheath
- 4. Scrotum
- 5. Penis
- 6. Sigmoid Flexure
- 7. Retractor Penis Muscle

