

**Improving Animal Welfare:  
A Practical Approach  
2<sup>nd</sup> Edition**

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**Calm animals are  
easier to handle than  
excited fearful animals**

**20 to 30 minutes is  
required for an  
excited animal to  
calm down**



**A calm animal has soft  
brown eyes**



# Fearful Cattle or Horses

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- Tail Swishing

- Eye White

- Head Up

- Ears Pinned Back

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**Tie up loose chain  
ends that scare  
animals**





**A change in  
flooring or a  
drain may  
retard  
movement**

**Allow the  
leader time to  
investigate**





**Reflections scare animals**



# **Cattle can see people through the open sides**



**To find distractions: Get in the chute to see it from the animal's point of view**





**Shadows may  
impede  
movement**

**Sunny days  
are the worst**





**Cattle may refuse to enter a dark building**







**Skylights installed in the walls will improve cattle movement into an existing dark building**



**Animals going into the slaughter plant are afraid of little things people do not notice**







**Curves  
reduce  
walking**

**Outer  
perimeter  
solid sides  
most  
important**







**Curved systems  
block view of  
squeeze chute  
operator**

**Animals will turn  
back in the same  
direction they  
came from**





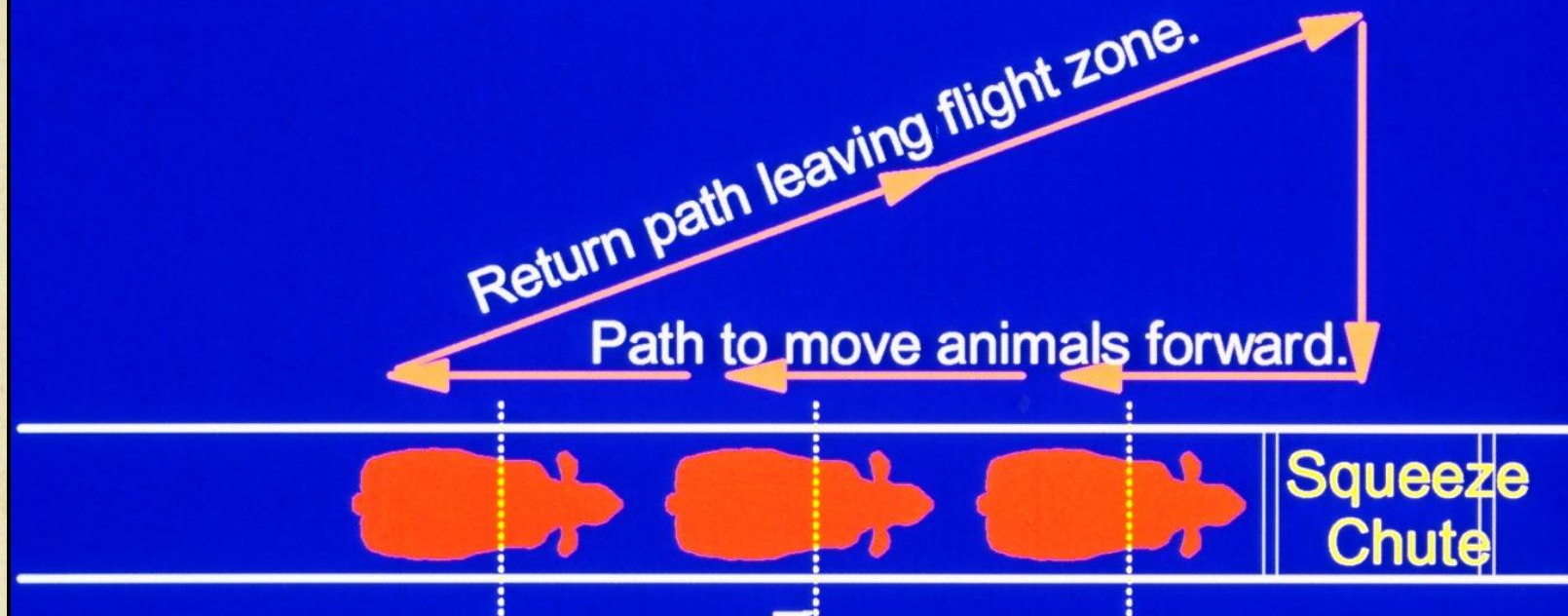
# The Flight Zone Is The Animal's Safety Zone

**Calm  
animals will  
have a  
small flight  
zone and  
tame  
animals will  
have no  
flight zone**





# Handler Movement Pattern to Keep Cattle Moving Into a Squeeze Chute or Restrainer



**Point of  
Balance**

Cattle will move forward when the handler passes the point of balance at the shoulder of each animal. The handler walks in the opposite direction along side the single file race.





**A flag can be used to turn an animal by blocking the animal's vision on one side**





**The crowd pen should be filled  
half full with cattle or pigs**



# **Animals also “watch” with their ears for potential danger**



**The horse has  
an ear pointed  
at both a  
photographer  
and a zebra**



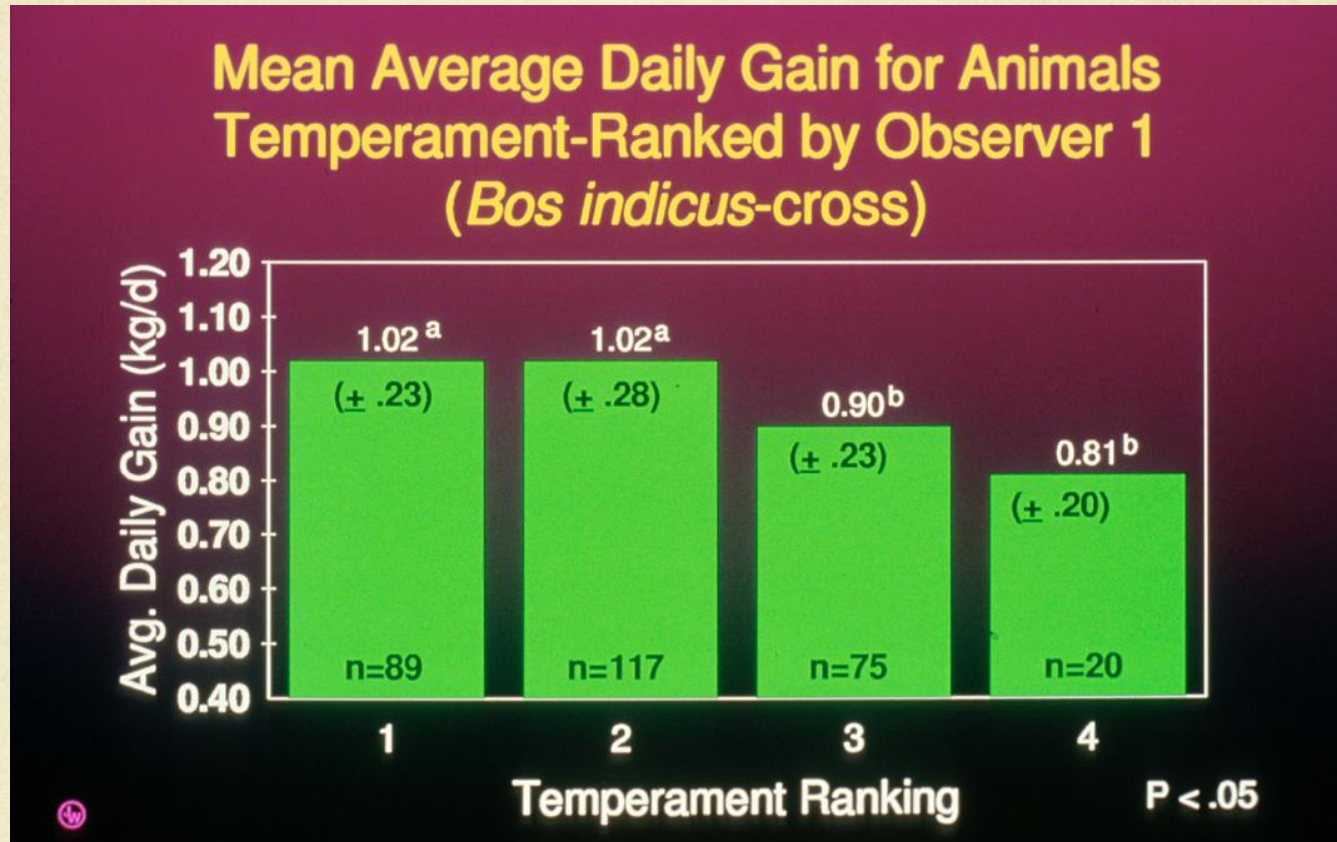
# Behavioral Principles of Restraint

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- Non slip flooring – Prevents fear of falling
- No sudden jerky motion
- Optimal pressure – not too tight, not too loose
- Block vision (grazing animals)



# Cattle that become agitated in the squeeze chute have lower weight gains

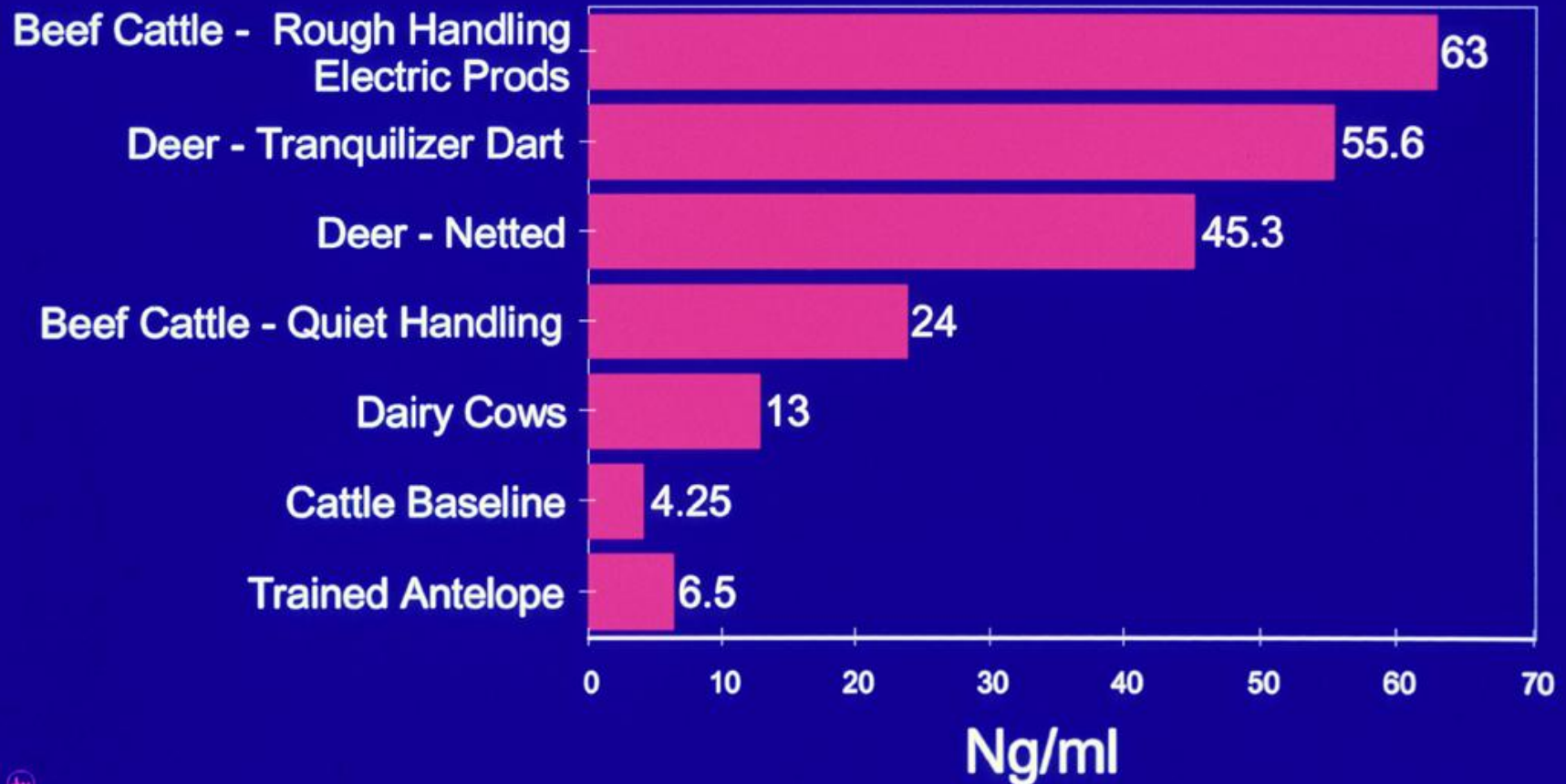


## Cattle that run fast out of the squeeze chute may perform poorly

Voisinet et al., 1997, Fell et al., 1999



# Cortisol Levels During Restraint

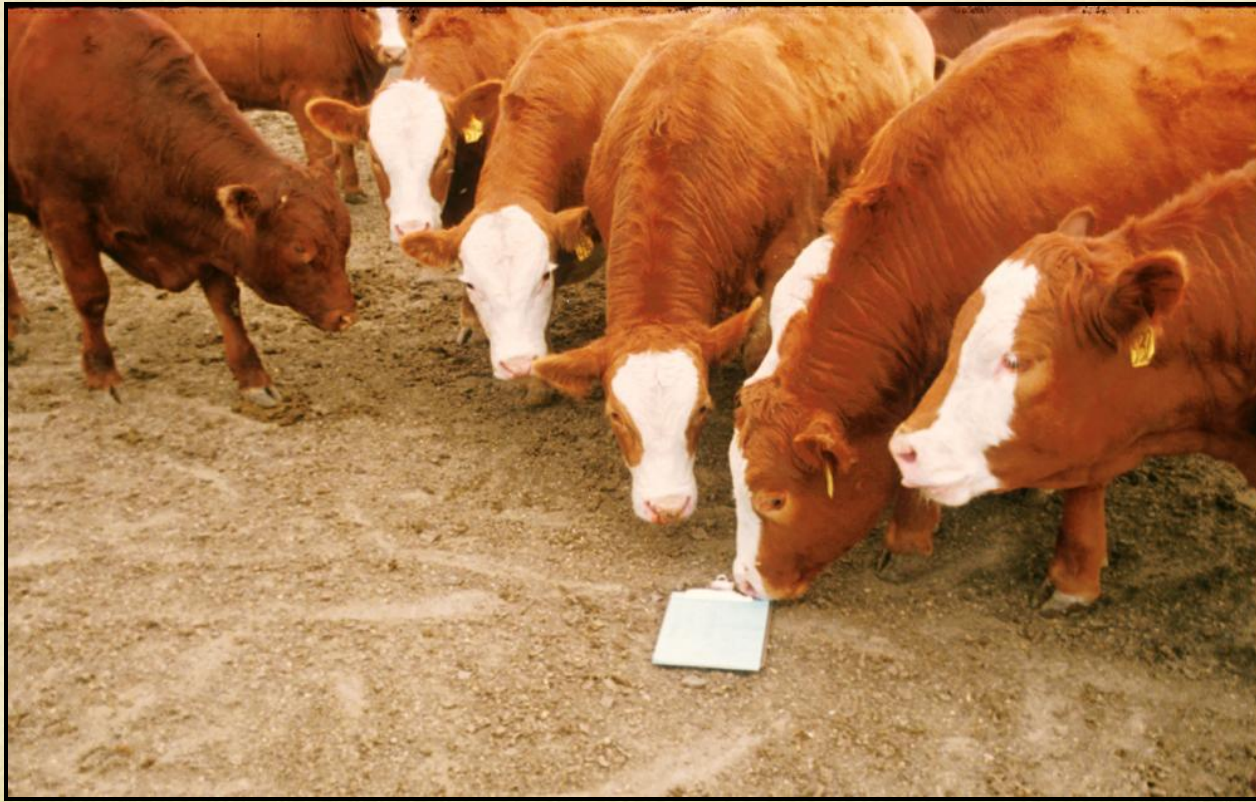




- **First experiences with new people, places, or equipment must be good**
- **Acclimating animals to handling reduces stress**



**New things are attractive when an animal is allowed to voluntarily approach, and scary when they are suddenly introduced**



Grandin and Deesing., 1998



**A sudden novel stimulus, such as an umbrella suddenly opening, frightens many animals unless they have low fear genetics**



blueoak@connemaras



**Cattle perceive a man on a horse and a man on foot as two different things**



**They need to be habituated to both**



# You Manage What You Measure

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- Maintaining high standards requires continuous measurement
- Handling quality can be maintained by regular audits of your handling practices with an objective numerical scoring system

**PREVENTS BAD FROM BECOMING NORMAL**



# A Good Auditing System Must Not be Vague

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Ban the words “properly”, “adequate” and “sufficient”. What is “proper” to one auditor might be considered “terrible” by another.

A guideline must have clearly written standards which are not subject to different interpretations by different people.



# Example of a Clearly Worded Guideline

All pigs must  
have enough  
space to lie  
down without  
being on top of  
each other





# Scoring Animal Handling

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- Percentage of animals that run
  - Percentage of animals that fall
  - Percentage of animals that vocalize
  - Percentage moved with electric prod
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# American Meat Institute

## Basic Critical Control Points (Core Criteria)

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1. Percentage of animals **stunned correctly** on the first attempt
2. Percentage of animals rendered **insensible**
3. Percentage of animals **prodded** with an electric prod
4. Percentage of animals that **vocalize**
5. Percentage of animals that **slip or fall**

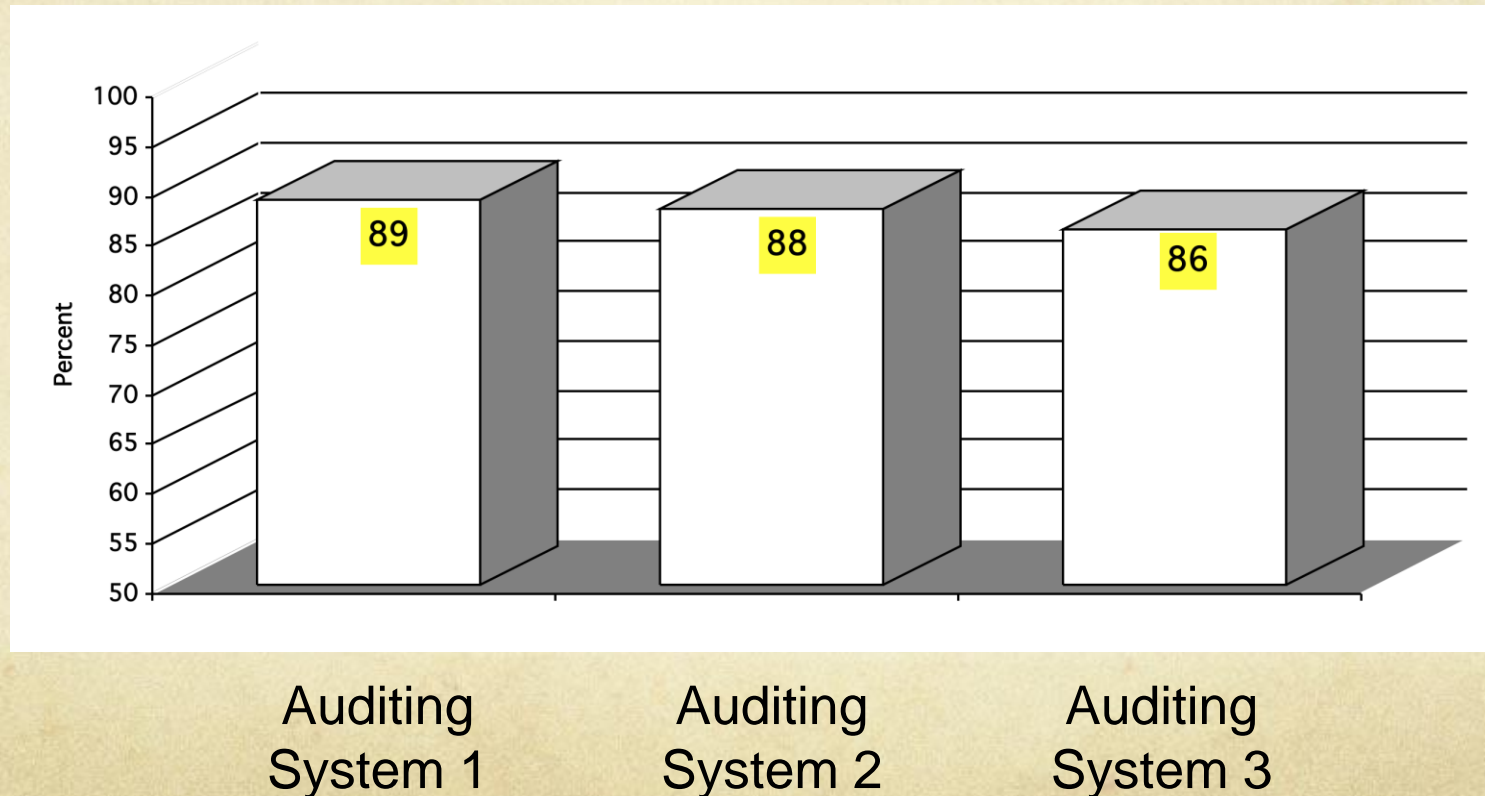
**All scores are on a per animal basis**



# Objective Scoring Reduces Subjectivity and Improves Agreement Between Different Auditors from Different Customers

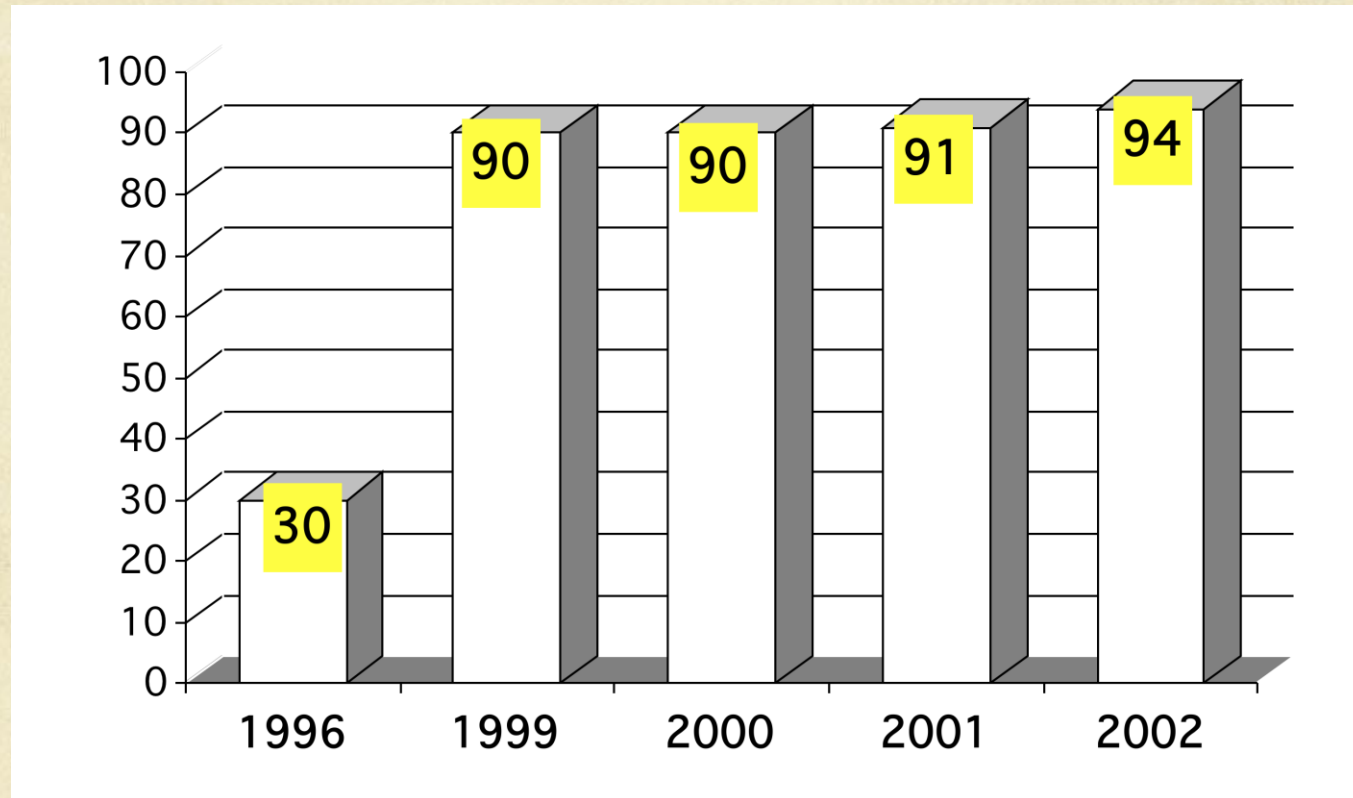
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% of Plants That Passed the Stunning Audit.  
Twenty or more plants were scored by each auditing system





# Percentage of Beef Plants That Stunned 95% or More Cattle with the First Shot



USDA  
survey prior  
to industry  
wide auditing

McDonald's  
Audits  
started

Continued auditing  
by major customers  
Continuous auditing maintains  
good performance



# American Meat Institute Objective Scoring System

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It measures a small number of **critical control points** that will objectively locate many different problems affecting welfare. Scoring is based on performance.

When **CCPs** are being chosen, a good **CCP** will be a point that monitors a variety of problems.



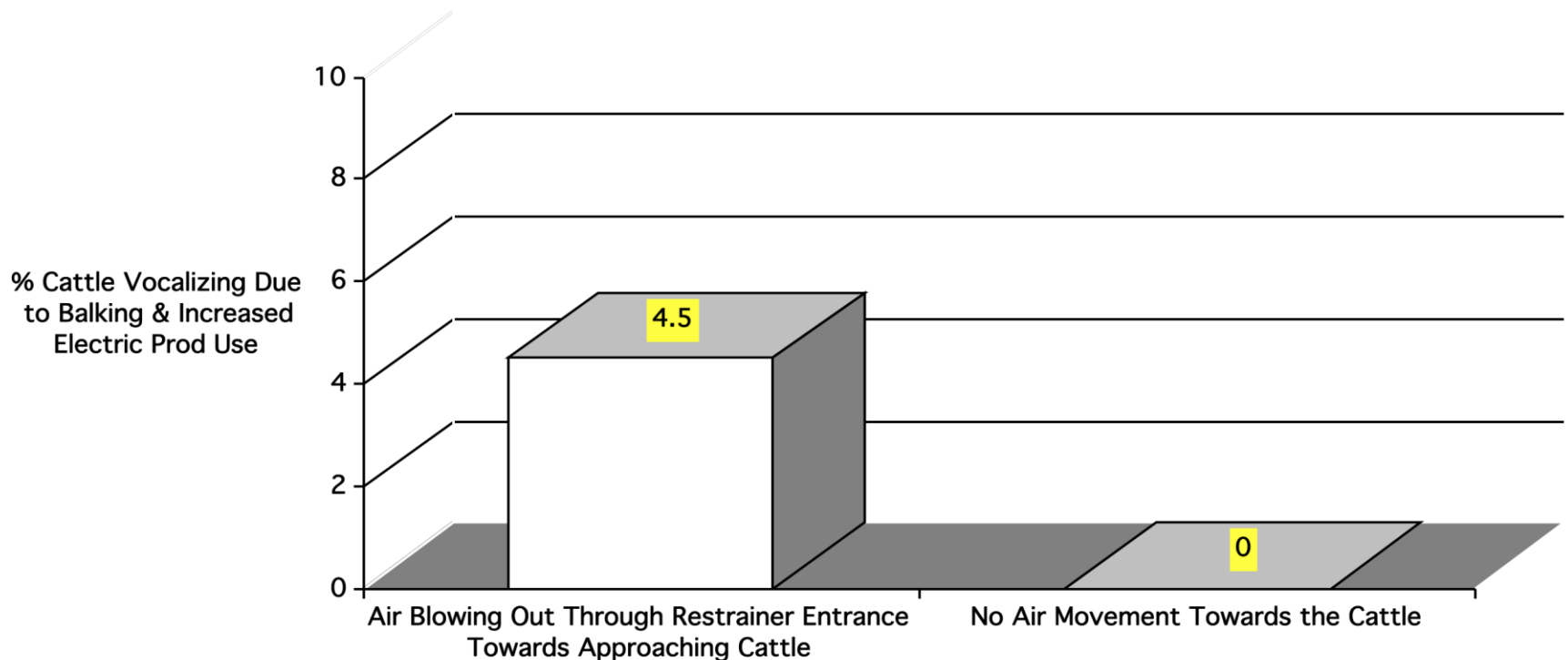


- HACCP Principles same as food safety
- Directly observable things that are outcomes of bad practices or bad facilities
- Not a paperwork audit



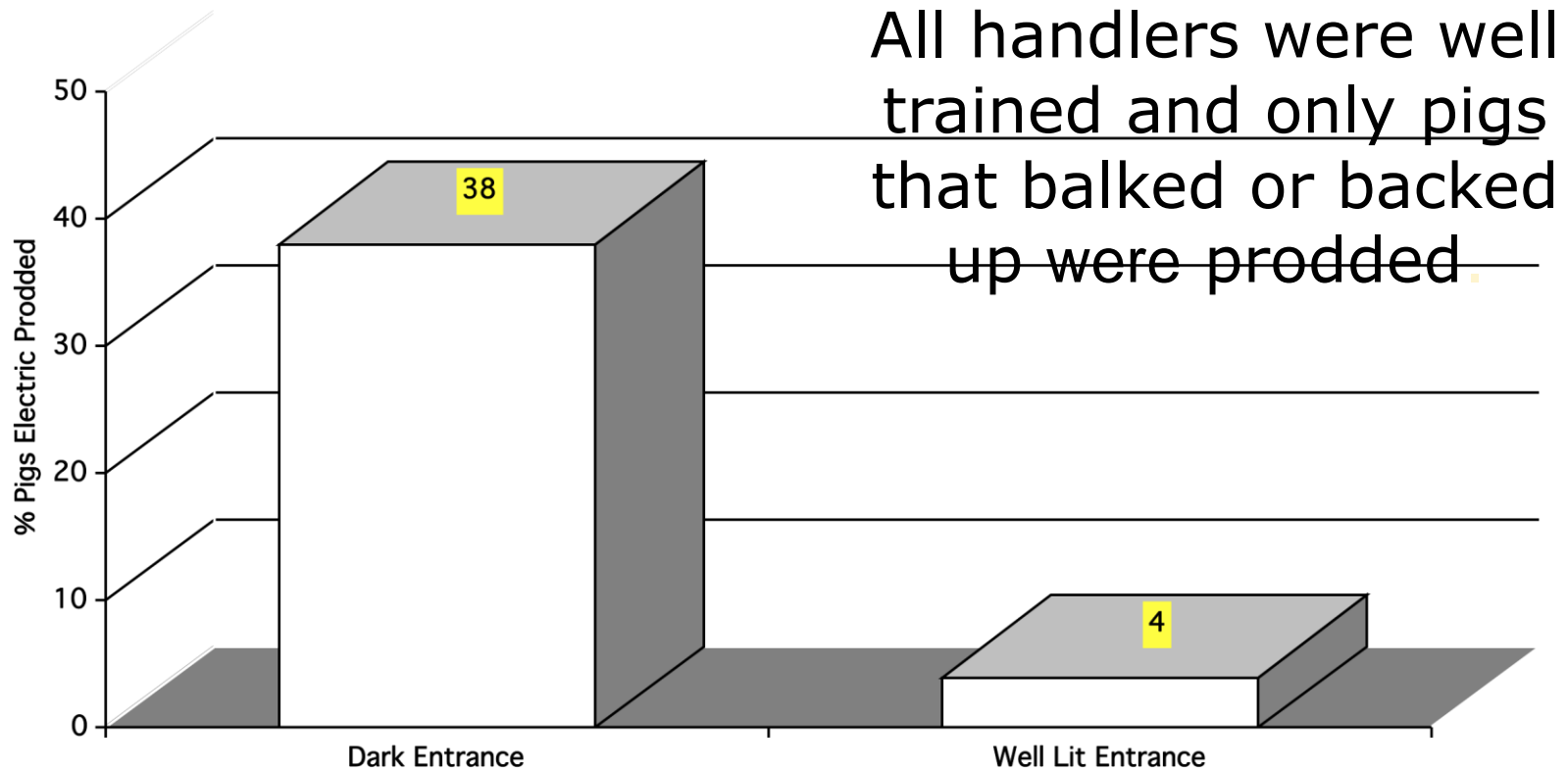
# Use Scoring to Show How Changes Made in Your Operation Improved Handling

Effect of Air Blowing into the Faces of Cattle at the Restrainer Entrance on Vocalization Score

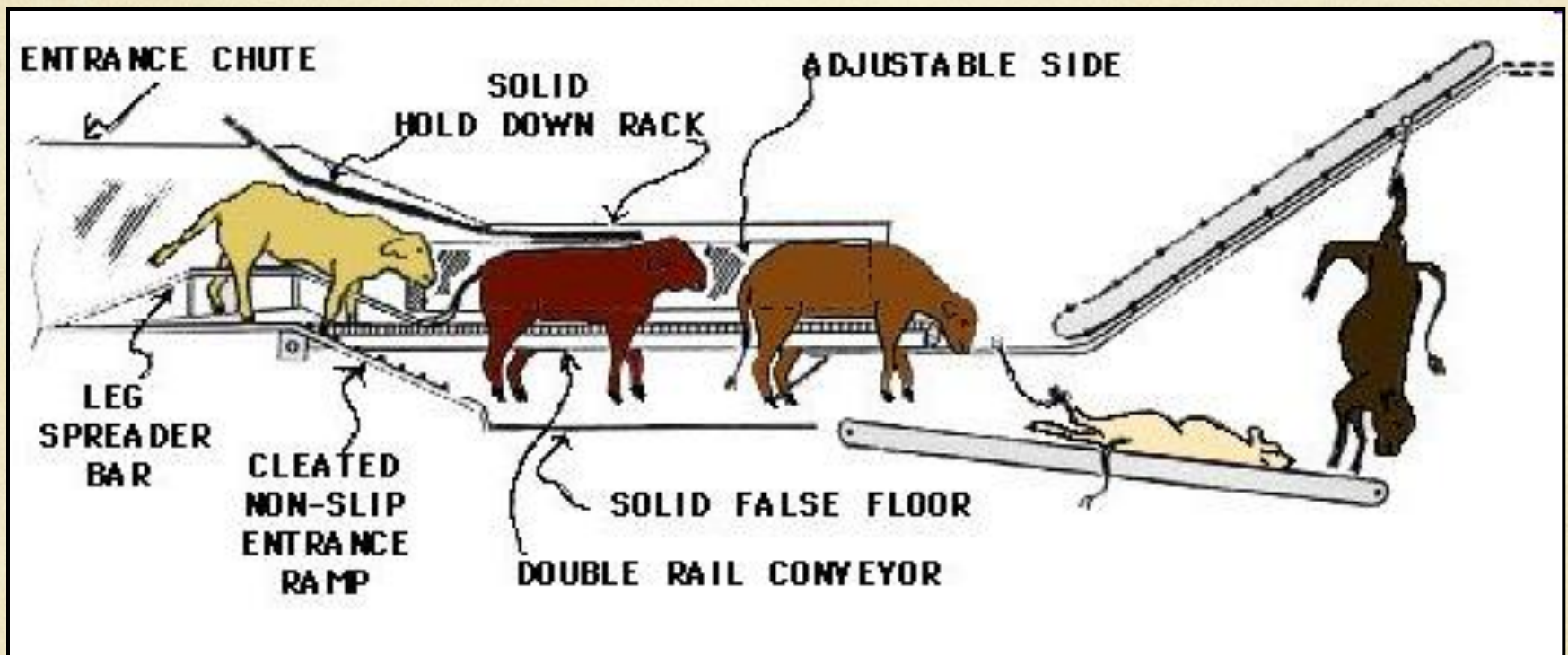




# Electric Prod Use on Pigs Was Reduced By Adding Lighting at the Restrainer Entrance



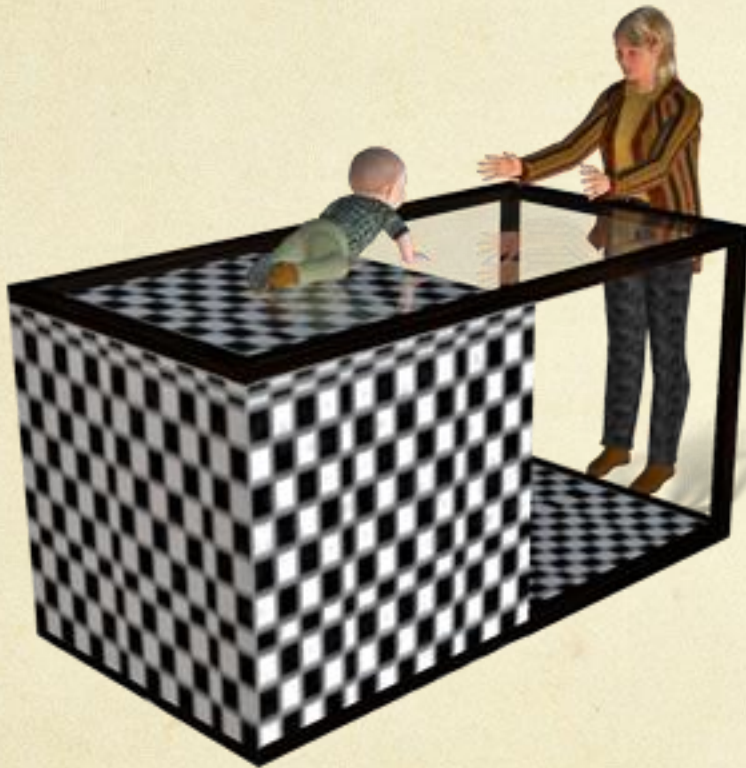
# Diagram of center track conveyor system for a large plant



**Non-slip Entrance Ramp**

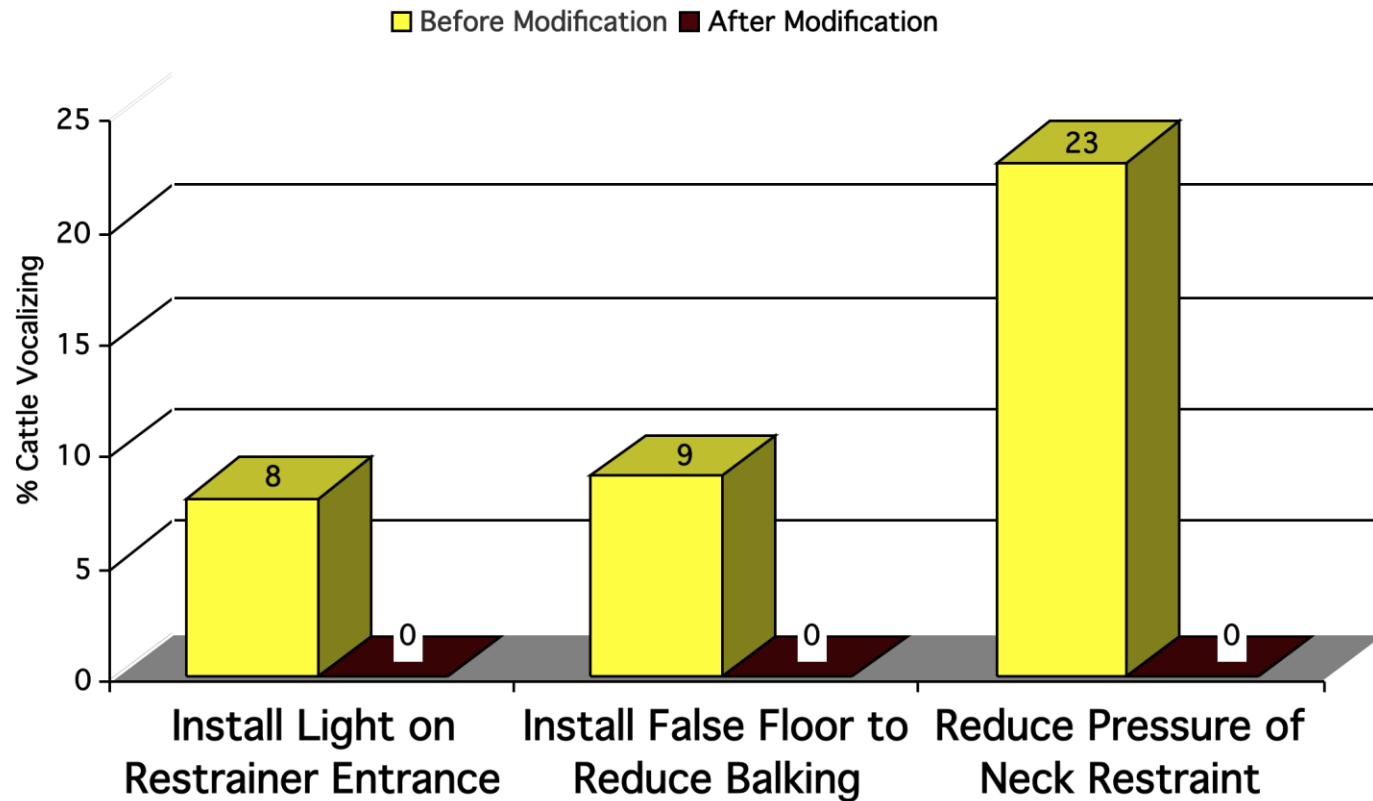


# Animals and Young Children Fear Visual Cliff



Source: [gynomite.wordpress.com](http://gynomite.wordpress.com)

# Reduction in Cattle Vocalizations After Equipment Modifications



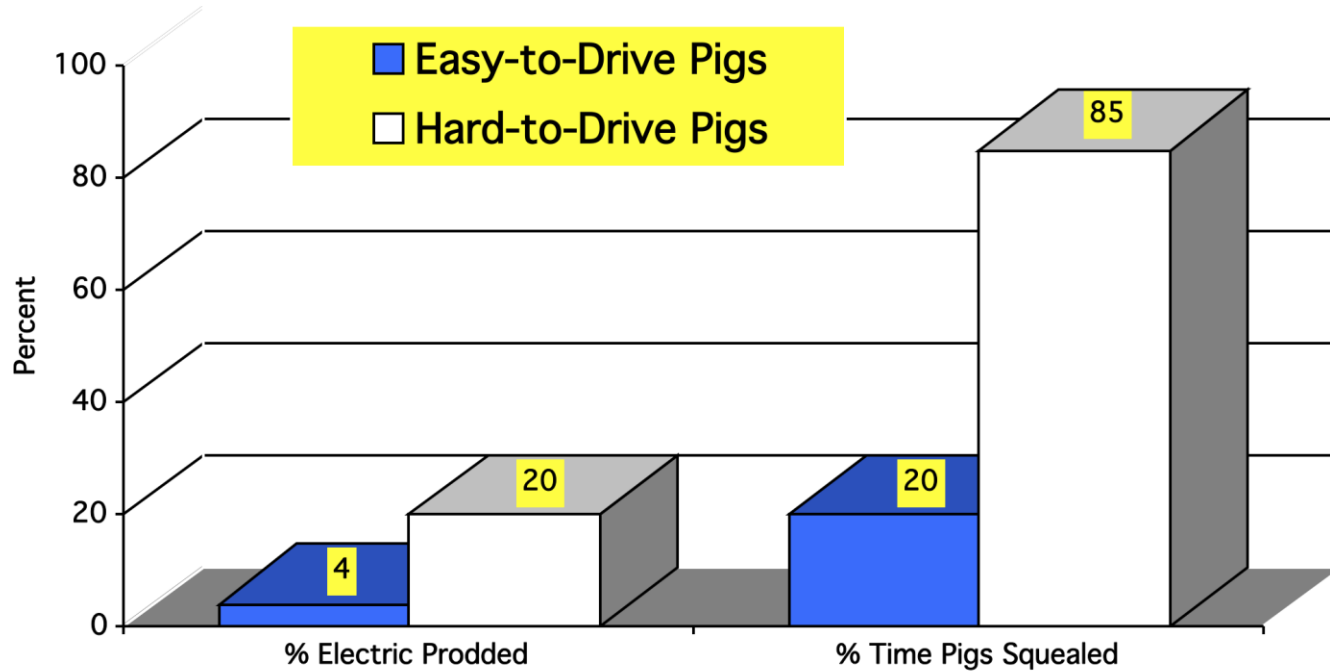


# Animals Are Afraid of Dark Places



Adding a light at the restrainer entrance or making other lighting changes that eliminate shiny reflections will improve animal movement

# Comparison of Electric Prod Use and Squealing Between Easy-to-Drive Pigs and Hard-to-Drive Pigs





# Three Types of Variables for Auditing Animal Welfare

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1. Animal based outcome measure (continuous variables)
2. Prohibited practices (discreet variable)
3. Input-based engineering variables (discreet variable)

# **Animal-Based Outcome Measures (Continuous Variable) Should Receive the Most Emphasis**

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- Body Condition Score
- Lameness
- Dirty Animals
- Injuries, Sores, Swellings, Cancer Eye
- Coat Condition (Organic)
- Ammonia Levels (Indoor facilities)
- Abnormal Behaviors



# **Example: Lameness is an Outcome of Many Bad Conditions**

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- Poor Housing
- Rapid Growth
- Poor Leg Conformation
- Poor Foot Care
- Foot Diseases
- Injuries

# Examples: Prohibited Practices

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- Sow Gestation Stalls
- Docking Dairy Cow Tails
- Beating Animals
- Small Chicken Cages



# Example: Input Based Measures

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- Measures
- Space Requirements for Housing
- Space Requirements for Transport
- Stunning Equipment Specifications

**[www.grandin.com](http://www.grandin.com)**