

BISON WELFARE AUDIT

RANCH _____ AUDITOR _____ DATE _____

CLASS OF ANIMALS _____ TIME OF DAY _____ TOTAL TIME _____

SCORE 50 CONSECUTIVE HEAD - SCORE EACH ANIMAL INDIVIDUALLY - REPEAT AUDIT AS NECESSARY

A. ELECTRIC PROD USAGE

The goal is to not carry a hot shot in hand - even a touch without the shock counts as usage.

CIRCLE NUMBER IF PROD IS USED – SLASH OTHERWISE

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25
26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50

Note where usage took place: _____

B. COLLISION WITH HEAD GATE

Use your best judgment here. If the bison hits hard enough to cause a bad headache, count it. Moving further from the chute, or enclosing the sides and/or front of the chute are common solutions.

CIRCLE NUMBER IF HARD HIT OCCURRED – SLASH OTHERWISE

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25
26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50

C. CHUTE EXIT SPEED

A rubber mat for footing, or a visual barrier in front of the chute will help this problem. A knee hitting the ground, or worse, constitutes a fall.

CIRCLE NUMBER IF THE BISON FELL EXITING THE CHUTE – SLASH OTHERWISE

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25
26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50

D. INJURY

Broken legs, broken horns, broken ribs, puncture wounds, etc.

CIRCLE NUMBER, IF AT ANY TIME, RECENT INJURIES ARE APPARENT – SLASH OTHERWISE

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25
26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50

(Continued on back.)

E. CROWDING

Position in the stack does not matter, count all involved; also include bison that turn over backwards.

CIRCLE NUMBER IF ANY BISON CLIMBS ON ANOTHER – SLASH OTHERWISE

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25
26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50

Note where crowding occurred: _____

QUESTIONS

To assist in improvement - check appropriate box.

	Yes	No	?
Bison were gathered from the pasture into a holding area at a slow pace	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bison were moved into the corral system at a reasonably slow pace	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The bison were generally relaxed while in the corral system before processing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bison flowed through the corral system to the tub smoothly with minimal effort	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Personnel moved slowly without making excessive noise (yelling, slamming gates, etc)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bison were moved easily through the corral with one or two people	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Post processing, bison receive ample space, water, and feed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weaning pens have adequate space, water and bunks, and dust is minimal	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Panting was observed in some animals in the corral	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dust was a problem during processing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Excessive poking, beating on, or multiple electric prod use on animals occurred	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Old bulls were a problem when gathering and/or processing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Too many serious bison injuries occur during processing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The corral system needs significant modifications	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Additional comments: _____
