

# "You Can Beat Flystrike" – Flock Scoring Chart



Fleece Rot						Wrinkle Score								
S	Score 1	Score 2	Score 3	Score 4	Score 5	Score 1	Score 2	Score 3	Score 4	Score 5				
40														
39														
38														
37														
36														
35														
34														
33														
32														
31														
30														
29														
28														
27														
26														
25														
24														
23														
22														
21														
20														
19														
18														
17														
16														
15														
14														
13														
12														
11														
10														
9														
8														
7														
6														
5														
4														
3														
2														
1														
S	1	2	3	4	5	1	2	3	4	5				
T														
Total:					Av.	Total:					Av.			
Date					Flock					Mob				

## Why score Fleece Rot and Wrinkle?

Scoring allows you to assess the susceptibility of a mob of sheep for both body and breech strike. Armed with this information you can;

1. develop a management strategy to control flystrike in a mob.
2. develop a breeding objective to improve these traits in the future.
3. develop a selection strategy to implement your breeding objective.

## When should you score?

**Fleece Rot:** After period of challenge has occurred, e.g. prolonged rain period. Sheep managed the same since last shearing; 6 months of age or older with 4 months or more wool growth. Preferably before wool is affected by jetting or heavy dust conditions.

**Wrinkle:** Sheep managed the same. As early as marking but preferably 6 month or older. Score breech wrinkle before mulesing or clipping.

## How do I use the Flock Scoring Chart?

1. If a mob has less than 50 sheep you should score the entire mob. If a mob is larger than 50 randomly select a minimum of 50 ewes to evaluate the mob. For mobs over 500 ewes select a minimum of 10% to evaluate.
2. If you count your sample “out the gate” don’t use the first or last 10% of the mob. It is always better to select a random sample “down the draft”.
3. Where possible score sheep that are from the same age and management group. Where practical the group should have had the same management all their life. For fleece rot aim for at least the same management since the sheep’s last shearing.
4. Record the score of each sheep with an **X** in the flock scoring chart.
5. Start from the bottom of the column of the relevant score and work up.
6. For samples of 50 sheep or less only fill in the left hand column for that score until it is filled – when it is filled start the bottom of the right column.
7. For samples of greater than 50 place the first **X** for the score in the left hand column of that score, followed by the second **X** of that score in the right column, and so on.
8. The far left column allows you to quickly count the **Xs** in each score.
9. The bottom row allows you to record the count for each score.
10. The average score of the mob is normally the score that contains the **X** that is half the number of sheep in the sample (starting in Score 1). For example if you are scoring 60 sheep the score that has the 30th **X** (starting in Score 1) is the average score.
11. However it is more important to consider the distribution of scores, particularly the proportion of sheep in the higher scores. For example;
  - What scores can I afford to cull or downgrade?
  - What control strategy will I use? Will it be on all or part of the mob?
  - How many will I have in a mob if I segregate the at risk scores?

End.