



4-H Youth should ear tag market beef, market sheep, market swine and market meat goats under the direction and guidance of an adult.

Equipment Needed: Allflex Ear Tagger, Disinfectant Solution, and 4-H National Uniform Eartagging System tag – (Contact your local county 4-H office for tags; 4-H NUES tag numbers begin with “46 FH”)

Required Identification for South Dakota 4-H Animals (as of April 2018):

Species	Required identification tags*
Market Beef	1. Official 4-H NUES tag as a primary identifier. Plus a secondary identifier of a herd tag.
Market Goat	1. USDA Official Scrapie ID tag
Market Sheep	1. USDA Official Scrapie ID tag
Market Swine	1. One of the following: Official 4-H NUES tag, Premise ID Tag, or 840 RFID tag
*All species must also have a DNA sample submitted to the county 4-H Office by June 1.	

Step 1

Properly secure the animal. Movement of the animal’s head or body may cause injury to the handler or livestock, or result in improper tagging. Please remember that it is inhumane to solely restrain or drag an animal by its ears. A small amount of feed can be offered during or after the tagging process as a reward.

- For swine, confine in a small pen, hog boards to restrict movement, or use a hog snare to completely secure the hog. Piglets can be held against a person’s body
- For cattle, a chute or head catch is preferred for safe, secure restraint. A halter can be used to secure a calf to a sturdy post using a quick release knot.
- For sheep or goats, confine in a small pen or alley. Catch the sheep under the jaw lifting its nose into the air and back it into a corner, or sit it on its rump between your legs. A halter or collar can also be used. Kids or lambs can be held against a person’s body while restraining the neck and head.

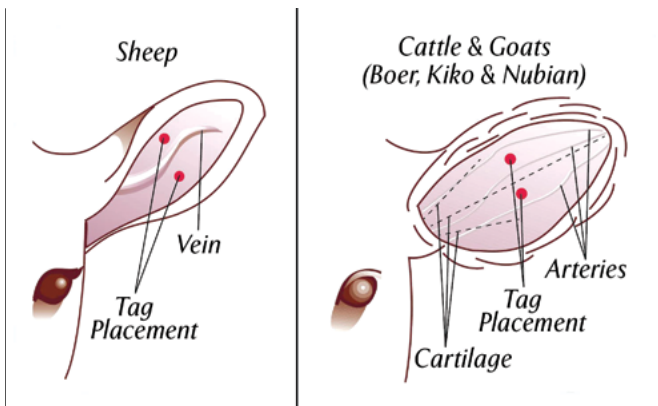
Step 2

Identify the tagging site on the animal’s ear.

- Proper hygiene and cleanliness during the tagging process is necessary to reduce the risk of infection. Use rubbing alcohol or a disinfectant solution (eg. Nolvasan) to clean the jaw of the applicator and the point of the tag that goes through the ear. Also, make sure the tagging site on the animal’s ear is clean.
- Tags should be applied in the middle-third of the ear between the upper and lower ribs for cattle and goats. Sheep and pig tags should be placed either above or below the main vein in the middle third of the ear.



Examples of ear tag placement for market animals. The tags pictured for the calf (National FAIR tag) and pig (numeric herd tag) are not Official Identification Ear tags; show tag placement only.



Ear tag placement diagram provided by Premier1Supplies.com



Ear tag placement example – cattle.

Step 3

Select a 4-H NUES tag to place in the animal's ear.

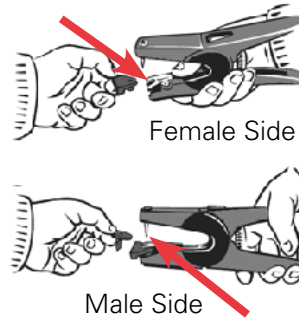
- Make sure both parts of the tag list the same South Dakota 4-H identification number.
- Place the male portion of the tag, or stud, on the applicator pin and the female component under the retaining spring.
- Before tagging the animal, check alignment of the tagger by closing the jaw of the applicator to the point where the two halves meet; the stud should be centered with the hole.



4-H NUES Tag



Allflex Total Tagger



Step 4

With the correct tagging position located; firmly close the applicator in a fast manner and release. Apply the tag with the button part entering from the front (inside) of the ear. The female component should be read from the back (outside) of the ear.

- Remember to record the 4-H NUES tag number applied to the animal as well as any other forms of identification the animal already has (herd tag, tattoo, ear notches, etc.)

Step 5

IMPORTANT: Verify “Air Space” and tag application to ensure proper healing and retention.

Inspect placement after tagging to ensure there is sufficient space between ear and ear tag. This can be done by turning the tag in a circle or gently pulling each side of the tag away from the ear to increase air flow and verify the stem/button is secured.

Contact the South Dakota State 4-H Office with any questions: sdsu.4h@sdstate.edu or 605.688.4167