Livestock Farming

Handout 20

Critical Control Points

Critical Control Points for measuring the quality of handling and facilities for loading or unloading of trucks. Each CCP is assessed on a yes/no basis for each individual animal.

Falling Score	1. **Percentage of Cattle that Fall Down or Slip** Fall is one of the most serious problems that can occur during loading and unloading. This CCP includes cattle that fall or slip inside the vehicle. Excellent – No slipping or falling Acceptable – Less than 3% of the cattle slip Not Acceptable – 1% fall down (body touches floor) Serious Problem – 2% fall or 15% or more slip. A slip is scored if slipping causes an obvious changing in the animal's movement.
Speed Score	2. **Percentage of Cattle that Move Quietly at a Walk or Trot that do not Run or Jump** Excellent – 90% or more move at a walk or trot Acceptable – 75% or more move at a walk or trot Not Acceptable – Less than 75% move at a walk or trot Serious Problem – Less than 50% move at a walk or trot
Electric Prod Score	3. **Percentage of Cattle Prodded with an Electric Prod** Excellent – 0% moved with an electric prod Acceptable – 5% moved with an electric prod Not Acceptable – 20% moved with electric prod Serious Problem – Over 20% moved with an electric prod or an animal is moved by an abusive method such as hitting it hard or poking it in a sensitive area such as the eyes, nose, mouth or rectum.
Cattle Striking Objects	4. **Percentage of Cattle that Strike Objects such as a Truck Door, Truck Deck, Gates or Fences.** Rubbing against a flat smooth surface such as the inside of the trailer is not counted. The following events should be scored as striking an object:

	A. Cattle bumps back on truck deck
	B. Cattle bump into the side of the truck door or jams against the door.
	C. The animal's head strikes a fence or gate.
	D. An animal is caught between the end of a gate and a fence.
	E. Cattle bump into a gate latch or bump a gate strike post.
	One score is tabulated that includes inside the truck, loading or unloading ramp and pens, fences and gates in the immediate vicinity of the ramp.
	Excellent – 0% strike an object
	Acceptable – 1% strike an object
	Not Acceptable – 2 to 5% strike an object
	Serious Problem – More than 5% strike an object