The Rabbit Register for Windows
Deluxe Edition
Supplement

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Genetics Data Processing

Introduction and Recommended Reading

The Rabbit Register for Windows Deluxe Edition provides you with the ability to analyze the genetics of the animals in your herd, and predict the phenotype (color) of offspring based on the genotype (genetic makeup) of the parents. To provide you with background on the subject of genetics, we have included with our program a slightly abridged version of a treatise entitled "*Color Genetics in U.S. Domestic Rabbits*", written by Candy Haenszel. Please study this in detail to gain an understanding of the terminology and inner workings of rabbit genetics.   If you are new to rabbit genetics, we recommend that you study her work thoroughly before attempting to use the genetics portion of this software. At the very least, you should fully understand the reason why breeding two black animals with chocolate ancestry MAY produce chocolate offspring, but that breeding a chocolate doe to a chocolate buck will NEVER produce black offspring, even when their ancestry is rich in black animals. For further reading on this subject we suggest three other sources:

> "*Color Genetics of the Netherland Dwarf Rabbit*" by Bobby Schott. This is a 40 page treatise that gives a somewhat different perspective, and also has slightly different genotypes listed for some of the phenotypes. It is available for $14.00.

> "*ABC—About Bunny Colors*" by Ellyn Eddy. This book is sub-titled "A practical breeder's guide to rabbit coat color" and contains about 85 color photos, plus charts, tables and other illustrations. Cost is $20.00

> *"Rabbit Production"* by McNitt, Patton, Lukefahr and Cheeke. This text covers all aspects of rabbit production in great detail and has a section that deals with genetics. The cost is $88.00 (paperback).

These references, plus the included work by Candy Haenszel, comprise the only rabbit genetics texts that I know of that are currently in print in the United States. Prices quoted above are accurate as of February 27, 2013. Prices can change at any time, and may vary ***enormously*** depending upon from whom you chose to purchase. The above-cited prices are from BunnyRabbit.com.

Entering Genotypes

First and foremost, the program permits you to record the genotype of each animal in your rabbitry. There are three methods for entering this information:

- You can allow the program to automatically record the genetic information for each animal. This is the program default. Every time you view an animal's data, view its pedigree, or add a litter, the program automatically recalculates the genetic makeup of that rabbit.
- The data can be entered automatically by the computer, at your command, by going the Detail Screen for an individual animal and clicking on the "Analyze" button:

    This will cause the program to first enter the known genes, based on the phenotype (color/variety) that you have specified. The program will then scan for the parents and first generation offspring of the displayed animal, and fill in any additional genetic information that it can deduce from the genotype of the relatives. Note that you have two choices when updating the genetics, Silent and Informative. In Silent mode (which is the default), the program quickly calculates the genotype without providing any hint as to what it is doing. In the Informative mode, the program guides you through each step of its analysis, telling you how it is calculating the genotype, and providing additional data if a conflict in the genetic data is detected.
- You can enter the data completely manually, by double-clicking on the genetics line on the Detail Screen, which will, in turn, bring up a screen that allows you to specify each of the known genes.

Genetic Display Color-codes

The genetics display is color-coded. The color of each allele indicates additional information about that allele:

- Alleles shown in black were manually entered by you.
- Green alleles were determined solely from the animal's specified phenotype (color).
- Blue alleles were determined to have come from the sire.
- Red alleles were determined to have come from the dam.
- Orange alleles were determined from the animal's offspring.
- Magenta indicates that there is a conflict between the displayed allele and the genetic makeup of one or more offspring and/or parents. (To

isolate the conflict, click the Analyze button on the Detail Screen—the program will provide additional information).

Genetics Calculations

The other genetics features are accessed from the Summary Screen, by clicking on the Genetics icon:

From here you can:

1) Perform Genetic What If — select two arbitrary colors and ask to see what colors a breeding of those two colors might produce

2) **Predict Offspring's Colors.** — select a buck and a doe, then ask the program to predict the colors of their possible offspring, with their likelihood of occurrence. Note that the more accurately and completely the genotype of each parent is specified, the more accurate are the results

3) **Find Possible Parents —** pick a desired color, and the program will rank your bucks and does as to their likelihood of producing that color. It will tell you which animals absolutely cannot produce that color, with an explanation why they cannot, and separately list those animals that could produce the desired color, with the most likely animals at the top of the list

The genetics information can also be printed on the animal's pedigree. From the Pedigree Screen, click on the **Adj. & Print Ped** icon . This will bring up the Pedigree Printout Setup Screen. Click on the **Adjust Format** button, and in the **Special Formats** box, select **Print Genetics**.

A Note About the Accuracy of the Program

If you read more than one of the recommended genetics texts you will discover that the authors do not agree on the genetic makeup for certain colors. In addition, there are certain factors, especially the "rufous" factors, which are not well understood. As a consequence, there are certain colors that the program will NOT predict with great accuracy, in particular the reds, goldens, and coppers. The program also makes some simplifying assumptions when all of the genes are not specified. These assumptions can cause errors in the relative percentages of the expected colors, but will not cause any colors to be omitted or added. In addition, the creation of this software has required the assimilation of a huge amount of data, with subtle variations from breed to breed.   In all likelihood, we have made some mistakes. Please feel free to email any comments that you might have. In addition, if you disagree with the genotype that we have assigned to a particular phenotype, you can edit that data separately for each breed, as described below.

Changing the Genotype of a Phenotype.

If you wish to alter the genotype definition for a specific phenotype you can do this separately for each breed. From the Summary Screen, select **Options, Genetics Setup, Modify Genotypes...**.

This screen also provides a control that lets you reset the genotypes to their default values, in the event that you make a change that you subsequently wish to undo. If you are manually entering a genotype, please note that BEW uses a non-standard allele symbol ">". This is used by the program to signify "any allele other than c or ch", and is used to resolve conflicts between REW's and BEW's. This symbol is only available in the C locus, and should only be used for BEW's, Vienna-marked animals or Vienna carriers.

Limiting the Gene Pool

In many of the breeds of rabbits, the actual number of possible colors is far less than those that are mathematically possible. This is because certain alleles do not exist in the gene pool for that breed. Based on currently recognized colors, the program excludes certain genes from the gene pool for each breed of rabbit. If your rabbits produce colors that are not shown as possible choices by the program, or if they consistently do NOT throw colors predicted by the program, you may wish to change the program settings. You can look at and modify these settings by going to the Summary Screen and selecting **Options**, **Genetics Setup**, **Restrict**

Gene Pool.... Remember, the program keeps this information separately for each breed. So if you change a value for one breed, it does not impact any other breed.

Specifying your own Gene

By default, the program also allows the user to set the Dwarfing gene, Dw. This really is not a gene associated with color genetics, it just sort of snuck into the program when we were first writing it over 25 years ago. It is rarely, if ever, used. As a result, we allow the user to re-define this gene to be anything they want, under **Options, Genetics Setup, Define User-specified Gene**.   Only two states can be defined, dominant and recessive.

Chore Scheduling

Introduction to TaskMaster

TaskMaster (TM for short) is a chore scheduling program that is included within the Rabbit Register for Windows, Deluxe Version. It uses your existing litter data to remind you of the various phases and tasks associated with breeding your animals. Once you have entered a date bred into the litter data for the doe, it then will automatically remind you when to palpate, put in the nest box, expect the litter, remove the nestbox, rebreed, and remove the litter. You can also add other breeding and non-breeding related chores of your own, and any chores that have been entered into the medical records section can also be made to appear on your TM list.

To work with TaskMaster, just click on the menu choice **TaskMaster...** at the top of your Summary Screen. This will bring up the TaskMaster Chore List Screen for ALL breeds, regardless of the breed currently displayed on the Summary Screen (you can change to showing chores for only the currently selected breed if you wish, by clicking on the **Filter Chores** icon). You will do most of your TM work on this screen. On the left side of the screen is a calendar. On the right is the task list. This list displays the tasks that are scheduled to be completed on the date selected on the calendar. Each time that you start TaskMaster, this screen will appear with today's date selected. Across the top of the window is a toolbar with various controls for adjusting how the chore list is displayed, and other functions. Each of these buttons, the functions they perform and the screens that they display will be described in more detail below, after we cover some other important information.

The Calendar

The calendar is used to choose a date. The box with the date circled in red represents today. Each time that you start the program, the date cursor will be positioned on the present date. You may select a different date by moving the cursor.

In addition to providing a convenient way to select the date for which you want to see chores, the calendar also provides a lot of useful information, including:

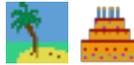1) the phases of the moon (new, first quarter, full, last quarter:

2) Religious holidays of various faiths:

3) Secular holidays: (plus special icons for many holidays)

3) Vacations and family events:

4) Shows:

5) Chores and reminders:

6)Plus many more.

In every case, if you are unsure what a symbol means, hover your mouse pointer over the symbol and a small box will pop up and identify the symbol's meaning.

To move the cursor to a different day that is within the present month, just click on the desired date. To change months, click on the left- or right-facing single triangle symbols that are adjacent to the month name. Clicking on the left triangle will take you back one month per click. Clicking on the right triangle will take you forward one month per click. Changing years is accomplished in an identical manner using the double triangle symbols.

Use the **Configure Calendar** icon in the toolbar to adjust what is displayed in the calendar boxes

The Chore List

The list on the right side of the screen displays all of the chores for the selected date(s). If there are more chores than can be seen at one time, a scroll bar will appear at the right side of the list. Dragging the scroll bar will display the remaining list entries. Double-clicking on a chore on the list will mark it as completed, and allow you to enter specific details about that particular chore. Use the **Filter Chores** icon to control the information displayed on the list. You can choose to see

1) just the currently selected breed or all breeds,

2) Today's chores only or all uncompleted chores ('outstanding chores')

3) Today's completed chores.

Description and Operation

Specifying the Chore Schedule. You can separately specify the breeding cycle times and chore dates for each breed. If you do not customize the chore data, the program defaults to the following:

- Day 00   Breed
- Day 09   Palpate
- Day 11   Rebreed on palpate failure
- Day 26   Put in nestbox
- Day 28   Litter due
- Day 58   Remove nestbox
- Day 63   Rebreed
- Day 75   Remove litter

To change these dates, make sure you are in the breed that you want to change, (remember, the program stores this information separately for each breed, so you must start on the screen for the breed that you want to change) and then go to the TaskMaster screen. At the top of the TM screen, click on the toolbar choice **Edit Breed Profile**, This will bring up the Chore Planning Screen. From here you can select any of the breeding-related tasks, and edit it. Just fill in the number of days after the breed date that you want to be reminded of an event, and the program will do the rest. If you do not palpate your animals, or do not want the program to remind you to rebreed your animals, then edit that chore and uncheck the **Enabled** box. To leave this screen and save your changes, click **Done.** To leave without saving any changes you have made, click the **Cancel** button.

By clicking the **Add New…** button you can also add your own custom

chores to the breeding cycle for every doe, and these chores can be different for each breed.

Note that for chores that occur after the litter is born, you can specify when they occur either as the number days after breeding, or the number of days after kindling. If you chose to specify the chore as a certain number of days after kindling, the program will provide an estimated date for that chore, until kindling actually occurs. Estimated chore dates are indicated by a tilde (~), the mathematical symbol for "approximately". After an actual kindling date has been entered, the program will recalculate the chore date, and show it without the tilde.

By clicking the **Adjust Table** icon on the TaskMaster Chore List Screen, you can select how the animals themselves are listed on the Chore List. They can be shown by any combination of breed, name, ear number and/ or cage number.

How to Use the TaskMaster Screen. To mark a task as done, just double-click on it. When a task has been marked as done, it disappears from your list, unless you have checked Completed Chores under the Filter Chores icon, in which case the chores that were completed ***on the selected day*** will show, with a small green checkmark on the task icon. Tasks not yet done have no check mark beside them. Any changes made on this screen will appear in your litter data, and any changes made in your litter data will appear here. Once you leave this screen, any tasks marked as done will NOT appear on this screen again, but a permanent record is kept with the litter information, and can always be viewed and edited there. So if you discover you've made a mistake AFTER leaving this screen, you will have to go to the litter data screen for the doe with the error, and make the correction there.

Printing your Chore Sheets. Just click on the **Print Chores** icon on the TaskMaster Chore List Screen. The Task Printout Screen will appear. Use the left calendar to specify the first date that you want to print and use the right calendar to specify the last date that you want to print.

Note: To make the calendar box disappear after making a selection, just move your mouse pointer off of the box.

If you check the "**Click to show all outstanding chores**" box, all of the uncompleted chores from days prior to the date selected on the right calendar will be printed on the first page of your chore list. If this box is not selected, these old chores will not be printed. You can select to print all chores on a single page, or each day's chores on a separate page. Once you have made your selections, click on the **Print** icon to start printing. You should always print a week or less at a time, because the program adds new chores to the list based on the chores that you have

completed, so if you print too far in advance, not all chores will be listed.

Use the **Settings** button to select a printer, adjust paper orientation, paper size, line spacing, and font size.

Adding Non-breeding Related Chores

TaskMaster allows you to set up your own chores, and be reminded to do them as oftenas you like, from once ever, to daily. On the TaskMaster Chore List Screen, clickon the **Edit Non-Breed Chores** button. This will bring up the Non-Breeding Chore SetupScreen.

To add a new chore, proceed as follows:

Click **Add New....** his brings up the Non-Breeding Chore Master Add/ Edit Screen. Describe the task on this screen.

>Checking **Keep Permanently** means that the program will add the completion of this task to the animal's permanent, otherwise, it will disappear from the animal's records after it is completed.

>Checking **Medical Chore** means that this chore will be treated as a special, medical-relateditem. Not only will reminders appear on TaskMaster, they will also appear on theSummary Screen.

>Checking **Print in Medical History** means that the program will print this item in a printed copy of the animal's medical history. If not checked, it will appear on the screen, but not in a printout.

>**Non–Rabbit Chores**. Choose this for chores that are totally unrelated to rabbits,such as "Pay Electric Bill"

>**Rabbit-Related Chores**. You can add chores for particular rabbits that are not relatedto a breeding cycle by selecting Rabbit -Related in the Applies To box. You then can choose to have that chore apply to all animals, only the females, only the males, or just selected individual, specific rabbits.

If you select **Specific Animals**, the program then presents a list of all of your active animals, and you can pick them one at a time to be added to this chore.

Click **Done**, when you are finished with defining this task.

You now can click **Add New....** again if you wish, until you have added as many

basic chores as you would like. Click **Done** to exit and return to the TaskMaster Screen.

TaskMaster Mobile Edition (TMME) for Android

If you have an Android mobile device of recent vintage, and are using a wireless network at home, you can also download your chores from the PC to the mobile device, take it to the barn, enter all your chores, come back to the house, and sync to the Rabbit Register. All your chores are now automatically updated, as is your litter data and weight records. Visit http://evsoft.us/tmme.shtml for full details.

The Master Breeding List

In addition to the TaskMaster listing of chores that is provided by date, the program also provides a Master Breeding List, which can be viewed for the currently selected breed or all breeds. By default, this listing shows all does that are currently bred, and the status of their current litter. Under user control, you can change it to display all litters in the past 6 months, or all litters in the past year, as well as several other useful displays. This data is viewed from the Summary Screen, by selecting the menu choice titled **Master Breeding List...**, at the top of the screen, or by clicking on the Master Breeding List button on the TaskMaster Chore List Screen.

The Judge's Notebook

Introduction to the Judge's Notebook

Judges can use the software to keep track of their bidding records. The program records the date that offers were received, whether or not a bid was submitted, whether the bid was accepted, and all of the expenses and mileage information associated with attending a show. The Judge's Notebook is accessed from the Summary Screen via an icon labeled **Judge's Data.** The Judge's Notebook screen provides a summary of all the individual shows that you have already entered into the program, much like the Summary Screen lists all of the rabbits that you've entered into the program. The **Mileage** and **Expenses** icons will each take you to a screen where you can view a summary of your mileage and expenses for the year.

Getting Started

To add a show, click the **Add Entry** button. This brings up the Edit Show page. On the top half of the page add the name and location of the show, and its date(s). You can also specify travel dates if they begin before the show and/or end after the show. The bottom half of the screen allows you to separately enter more than one club at one show, in case you supply separate bids for more than one show at the same location for the same weekend. If you have previously dealt with this club, just select the name from the Club box, otherwise, click **Add...** and fill in the club details. If you prepare separate bids for more than one club/show, each show will have a separate sub-show tab in the lower box.

Adding/Editing Data—The Sub-Show Tab

This tab allows you to keep track of each show for which you have received an offer to bid, whether you decided to bid, and the details of your bid. Click the **Edit Bid Status…** button to enter your bid data. This brings up the Edit Bid form, discussed below. Data entry is straightforward and intuitive. Each show must have a name and a start date. Due to space limitations, the program may abbreviate the show, as needed, by using those letters in the show name which you capitalized. It is therefore important that you do not type a long show name all in capital letters. It is best if each show name contains between 2 and 6 capital letters.

Adding/Editing Data—The Edit Bid Page

All of the data entry on this form is pretty self-explanatory, except

perhaps for the **Show Quality** entry. When you complete each show, you can enter an A+, B, C, D or F evaluation for that show. The program then looks at all the shows you have judged for each club and averages those results to provide an A through F rating for the club.

Adding/Editing Data—The Expenses Page

Click the **Edit Expenses…** button to reach this screen. For each day of the show, including any additional days that you have specified as travel days, the program provides a column for you to enter the expenses for that day.

At the bottom of the Show Expenses page, the program provides a summary of all your expenses for the show, both by the day and total for the show. To view/print totals for the year, or other period, return to the Judge's Notebook screen and click the **Expenses** button.

Adding/Editing Data—The Mileage Page

The Mileage Data page is similar in format to the Show Expenses page, providing you with rows to enter mileage information. The page begins as empty. Click the **Add New** button to create each row as you need it. Note that you do NOT have to enter the mileage each day. You can just enter the start mileage at the beginning of the trip, and the end mileage at the end of the trip, and the program will calculate the total mileage driven.

As with the financial data, To view/print totals for the year, or other period, return to the Judge's Notebook screen and click the **Mileage** button.

Special Features for Breeders of German Angora Rabbits

Introduction

The Deluxe Edition of the Rabbit Register contains several special features for German Angora rabbit breeders. German Angoras are a breed that is not recognized by the ARBA, and which has its own governing organization, the International Association of German Angora Rabbit breeders, or IAGARB. The IAGARB utilizes a different pedigree format and has a different judging standard than does the ARBA, and in the Deluxe Edition of our software you can choose to enter and print your information in either the standard ARBA format or the IAGARB format.

The following discussion highlights the major differences for German Angoras. All other portions of the program will perform as described for the other breeds.

Adding a Pedigree

When in the German Angora breed, click the **Add Pedigree** button, and select **IAGARB Style**. This will present a blank pedigree in the format that is standard for German Angoras. Just fill it in, working from top to bottom. Click the **Add Breeder Info** button to add a breeder to the data, and click in the Sire's **Name** field to begin entering data on the ancestry—you then can use the Tab key to move from field to field in that table. To add judging data for the root animal of the pedigree, click the button at the bottom of the form. When you are finished entering a pedigree, you can click **Done** to exit from the screen, or click **Add Another** to clear the screen and begin entering another pedigree.

Viewing a Pedigree

To view a pedigree, click the **View Ped** button and select **IAGARB Style.** An even easier and quicker way is to set the program's Double-Click feature to show IAGARB-style pedigrees. To set that feature, click on **Options, Double-Click Setting, IAGARB-Style Pedigree.** Then, whenever you want to view a pedigree, just double-click on the animal on the Summary Screen.

Editing a Pedigree

While viewing a pedigree, you can also edit it. Just click the **Edit Pedigree** button. For the root animal, you can make changes directly on the Pedigree Screen. For all the ancestors, click on the ancestor. That will bring up that animal's **Detail Screen**. From here you can edit the name, ear number, etc. To edit the Judging Results, click the **Fiber** button on the **Detail Screen**, and select **Judging Results.** Note that if you have the wrong animal showing on a pedigree, the way to correct it is by going to the detail screen *for the offspring of the incorrect animal* and changing either the sire or dam information there. DO NOT attempt to modify the incorrect animal shown on the pedigree, because you will be changing the wrong animal!

Printing a Pedigree

To print a pedigree, select the animal(s) from the **Detail Screen**. Then click the **Print** icon and select **Pedigrees**. This brings up the **Pedigree Printout Setup Screen**. Under the **Adj. Format** icon, in the **Layout Style** box, you can choose to print either a standard ARBA-style Pedigree or an IAGARB formatted pedigree. Note that the IAGARB-style pedigree will ONLY print for the German Angora breed.

Show Entries

At the present time, the program only prints standard ARBA-style show entry forms.