

## Class Breaks

*Here are a few definitions to know before proceeding with breaks in FairEntry:*

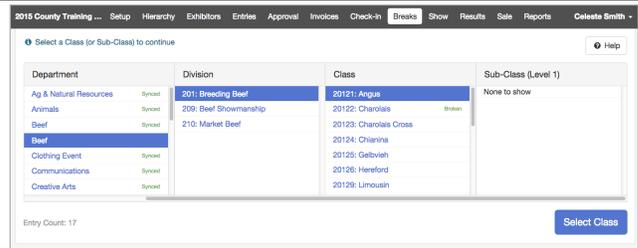
**Entry Class:** The original class in which the exhibitor submitted the entry (listed as Class in the hierarchy).

**Sub Class:** A subset of the entry class that can be broken in to smaller subclasses and/or show classes (created from the Hierarchy Editor – not a result of a previous class break).

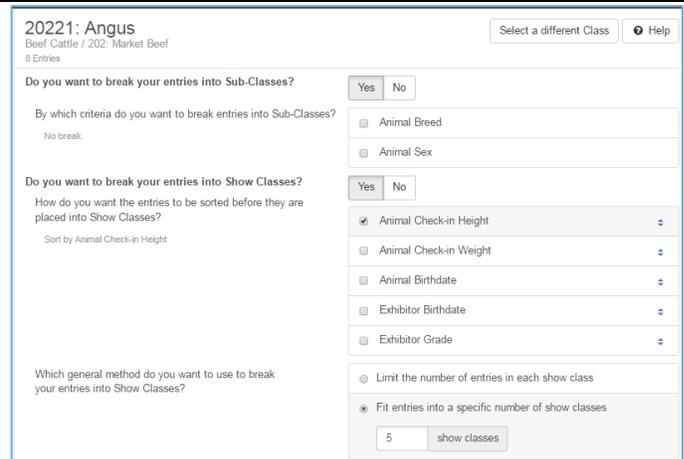
**Show Class:** Sometimes known as the “ring class” this is the lowest/smallest class in which the entry will show (created by breaking classes/subclasses).

**NOTE:** Only checked-in entries will be available to break in to classes.

1. Click on the Breaks tab.
2. Select a Class or SubClass from the hierarchy to break in to show classes.
3. Click Select Class.



4. Sub-Classes: Break by Animal Breed or Animal Sex (Those fields are part of the Animal record)
5. Show Classes: Break by Animal Check-in Height, Animal Check-in Weight, Animal Birthdate, Exhibitor Birthdate, Exhibitor Grade. If you are using two of these criteria, use the arrows at the right to arrange the sort order.
6. Select either the number of classes desired OR the number of entries in each class.



### Examples

- **Animal Breed and Animal Check-in Weight (5 entries per class):** A class that contains 9 Angus steers and 13 Simmental steers would be broken into 5 show classes—two classes of Angus steers (light and heavy) and three classes of Simmental steers (lightest, medium, and heaviest).
- **Animal Check-in Height and Animal Check-in Weight:** The classes would be arranged with all the 46” animals listed in order of weight, then the 46.5” animals listed in order of weight, etc.
- **Animal Check-in Weight and Animal Check-in Height:** The classes would be arranged with all the 1100-lb. animals listed in order of height, then the 1105-lb. animals in order of height, etc.
- **NO Sub-Classes or Show Classes criteria, only 10 entries per class:** Divides the class into show classes of 10 each, sorted by entry number. This is basically a random class assignment.



7. When you have your criteria selected, click **Preview**.
8. Review the potential breaks. (You may have to scroll down to see them at the bottom of your screen.)
9. Show class numbers default to the Entry Class Number followed by .01, .02, .03... to indicate the show class. You may change the Show Class numbers or names as needed. *These can also be changed after you have completed the breaks by going back to the Hierarchy menu, and using the Hierarchy Editor tab for the class/show class.*
10. You may move the entries into different sub-classes (columns) after the break has been saved.
11. Click **Apply Break(s)** to save the breaks.

*You can select to have the name visible/not, as well as animal identifier/info. Removing the animal info shortens the "blocks" to one line.*

12. At the top of the screen, you will briefly see a green message: "Breaks Saved".
13. Changes on the screen:
  - No editing of show class names/numbers
  - Range of sort criteria (smallest to largest) at the top of each column.
  - A drop-down arrow on each entry. Click on this icon to move individual entries into different show classes (columns). Since entries to be moved are typically the first or last ones within the class (lightest or heaviest), they move to the bottom of the previous class or top of the next class.
14. When you are finished, click on "Select a different Class" to move on break another class. If you are completely finished, use the menu bar at the top to move on to your next task.

*The entries stay in the order they appear in the columns, but that is not the order in which they will appear in show programs unless Show Class order is selected when the Show Program is created. Show programs can be changed to order within classes by any other entry field (weight, height, etc.)*



### *Tips*

In the standard Show Programs, the order will be by Entry Class (order set on the Show menu), then numerically by the Show Class Number (if you remove the ".01" etc. numbers, they will be ordered alphabetically), and finally within the show classes by whatever other sort criteria you select after those.

In Custom Shows, you can include/arrange your classes by any means you wish, as well as determine the sort order within each class.

Class breaks are saved and can be re-arranged at any time by selecting the broken class from the Hierarchy under the Class Breaks tab. You can also start fresh on the breaks by using the red Reset Breaks button at the top right of the breaks screen.

