

What is a Youth Market Animal?

Osceola county youth in 4-H or FFA programs showing goats, hogs, lambs and steers, the exhibitors raise their animal for five to six months. Their goal is to have their animals in the best condition to yield the best carcass for the consumer. By Florida Law, all market animals must leave the fair grounds and go directly to slaughter.

Who can Buy?

The buyer can be anyone; developers, doctors, ranchers, business owners, friends, family, can be a group or individual.

Why become a buyer?

Probably the greatest reason is to support our local youth, tomorrow's leaders!

What do I get?

You gain the satisfaction of knowing you are supporting two successful organizations: 4-H and FFA. You receive quality meat, a 8x10 photograph taken of you, the exhibitor and the animal, and your name is displayed in the KVLS arena for a year. Many of our buyers find they can use their expenditure as an advertising deduction.

Where is the auction held?

All the market auctions are held in the KVLS arena. When you arrive go to the arena, you will be asked to fill out a questionnaire and receive a bidder number. Come one hour before the auction starts to enjoy the pre-sale reception.

Did the butcher kept my meat?

No, the butcher probably did not keep your meat. Ever since the first butcher processed a meat animal, the customer has wondered what happened to some of their meat. How could it be that a 1,200 pound steer left you with only 475 pounds of beef? Or that a 250 pound hog generated only 125 pounds of pork? What might seem like a reasonable answer—that the butcher kept your meat—is very unlikely. Take into consideration what happens during the conversion of a market animal into cut and packaged meat, and chances are the math will make more sense.

How much meat will I get?

Dressing percentage (DP) relates the weight of the carcass to the weight of the live animal and is calculated as: $(\text{Carcass Weight} \div \text{Live Weight}) \times 100$. This can be affected by many things, such as gut fill and fatness. Very fat animals have higher dressing percentages than light very lean animals.

The average dressing percentage for **hogs** is about 70-72%.

Example: Live weight = 245 lbs.

Actual DP = 72%

Carcass wt. = 176 lbs.

The average dressing percentage for **cattle** is about 60-62%

Example: Live weight = 1312 lbs.

Actual DP = 60%

Carcass wt. = 787 lbs.

The average dressing percentage for **lambs** is about 50%

Example: Live weight = 127 lbs.

Actual DP = 52%

Carcass wt. = 66 lbs.

Making cuts out of a carcass

This is where it starts to get tricky to predict just how much meat the carcass will yield because that depends largely on how you order the meat cut. **Bone-in or boneless?** Opting for boneless cuts will reduce your total pounds of meat returned. **Do you want ground meat with 10% fat or 20% fat?** Lower fat content ground meat will result in more discarded fat, thus reduced total pounds of product received. **Was the animal overly fat to begin with?** If the animal was fat from the start, more fat will need to be trimmed away, thus reducing total pounds of meat returned.

For bone-in pork, expect no more than 75-80% of the carcass weight back as meat. For boneless, 65-70%.

Example: Carcass wt. = 176 lbs.

Boneless pork = 123 lbs.

For bone-in beef, expect no more than 65-70% of the carcass weight back as meat. For boneless, 55-60%.

Example: Carcass wt. = 787 lbs.

Boneless beef = 472 lbs.

Most lamb cuts are bone-in. Expect no more than 70-75% of carcass weight back as meat.

Example: Carcass wt. = 66 lbs.

Lamb cuts = 50 lbs.

The longer a whole carcass ages (hangs), the more moisture it loses due to evaporation, thus losing weight. Also, applying a heat process to meat cuts will reduce the total yield of meat return from an animal.

Do I have to be present to bid?

No, you can call the fair office (321-697-3056) and make arrangements for Proxy Bid.

What do I do with the meat?

You have two options: send it to a processor for your consumption or sell it back using the buy back option. Prior to the sale the buy back price is set.

Example: You buy a steer for \$3.00 per pound

Buy back is .82 per pound

You only pay \$2.18 per pound

Where do I park?

Our Buyers are VIP's, we do our best to park you as close to the KVL5 building as possible. Please bring your buyer letter you received from one of the market exhibitors, show it to the parking attendants they will direct you to the proper lot. Also, show it to the entrance gate attendant for free admission up to 4 people.

What is an Add-ON?

An Add-On is a monetary gift given to the exhibitor in addition to the sale of his/her market animal. An Add-On can be given in two ways: a specific dollar amount or an amount per pound. An "Add-On" table will be available in the arena, list the exhibitors names and amount you wish to donate. The exhibitors receive 100% of all add-on money. It is Preferred that Add-On payment be made the night of the sale.

Thank you Pavilion Partners

Publix Super Market
Bronson Partnership
Junior Davis Construction
Deseret Cattle & Citrus
Noah's Ark Ranch, LLC

What is a Pavilion Partner?

A Pavilion Partner is someone that has supported 4-H and FFA exhibitors in the excess of \$100,000.

Top Buyers

\$95,000 to \$60,000

Circle Y Groves/Oil
Silver Spurs

Wolf's Irrigation & Landscaping
Ham Brown

Kenansville Cattle Company
Hanson, Walter & Assoc

Doc Partin Ranch
Gentry Land/Sod

PCG
Advantage Services

Osceola Outfitters
Strates Shows

B.R. Concrete
Kempfer Cattle Company

Boggy Creek Airboat Rides

2020 Top Six Buyer

Dr. Douglas Gearly
WD Site Development

J & N Stone
Noah's Ark Ranch

Deseret Cattle & Citrus
Bronson Partnership

The top six buyers get a personalized VIP reserved parking spot on the fence.

Have any questions?

If you have any questions please call the fair office (321) 697-3050, send an email: kvl5@osceolacountyfair.com or go to our website: osceolacountyfair.com

Youth Market Animal

Buyer Information



1911 Kissimmee Valley Lane

Kissimmee, FL 34746

321-697-3050

OSCEOLA COUNTY FAIR