



Main Planning Procedures

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1. -- Produce a Preliminary Feasibility Report

Feasibility

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2. -- Define the pretreatment situation

Pretreatment

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3. -- Plan the control strategy

Strategy

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4. -- Plan the control tactics

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5. -- Make a budget and shopping list

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View the complete plan

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Stage 1

Reference and epidemiology

Options: complete the work on this sheet and proceed to the next stage,
or go back to the Feasibility Menu.

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Feasibility

Inputs

Stage 1

Reference

The operational area that you have now started to consider, and all of the inputs that you make about it, will form a scenario that can be stored with many other scenarios. You must now give the scenario a name. Enter a name in the reference box. The date is automatic.

Reference: Pangani

Date: December 19, 2002

Epidemiology

Which are the creatures that you are most worried about protecting from tsetse-borne disease?

Cattle

[Help](#)

Which species of tsetse is responsible for most of the trouble in your area?

G. pallidipes

[Help](#)

What is the population density of the species of tsetse that is causing the most trouble?

High

[Help](#)

When finished, proceed to the next stage.

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Stage 2

Size and shape of operational area

Options: complete the work on this sheet and proceed to the next stage, or go back to Stage 1.

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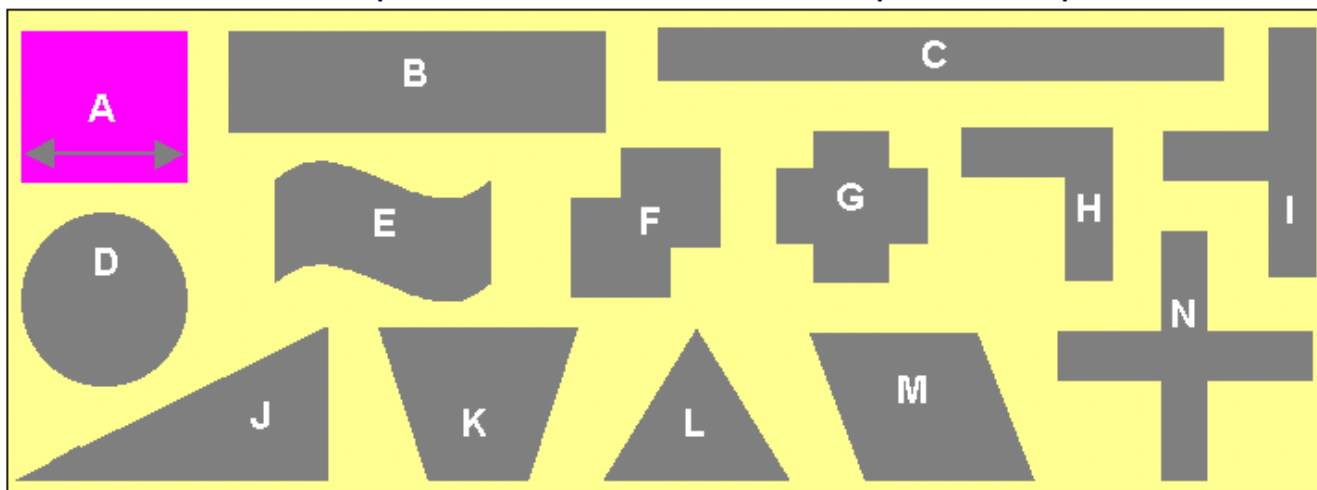
Feasibility

Inputs

Stage 2

Shape

Click the lettered shape that matches best the shape of the operational area? Selection will turn pink.



Ignore the orientation of the shapes.

[Help](#)

Selected shape

A
Square

Size

Look at arrow-headed line on the selected shape. How long would that line be, in km, if it were in a comparable position in your baited area?

When finished, proceed to the next stage

[Next](#)

10 km

[Help](#)

Stage 3

Invasion into the operational area

Options: complete the work on this sheet and proceed to the next stage, or go back to Stage 2.

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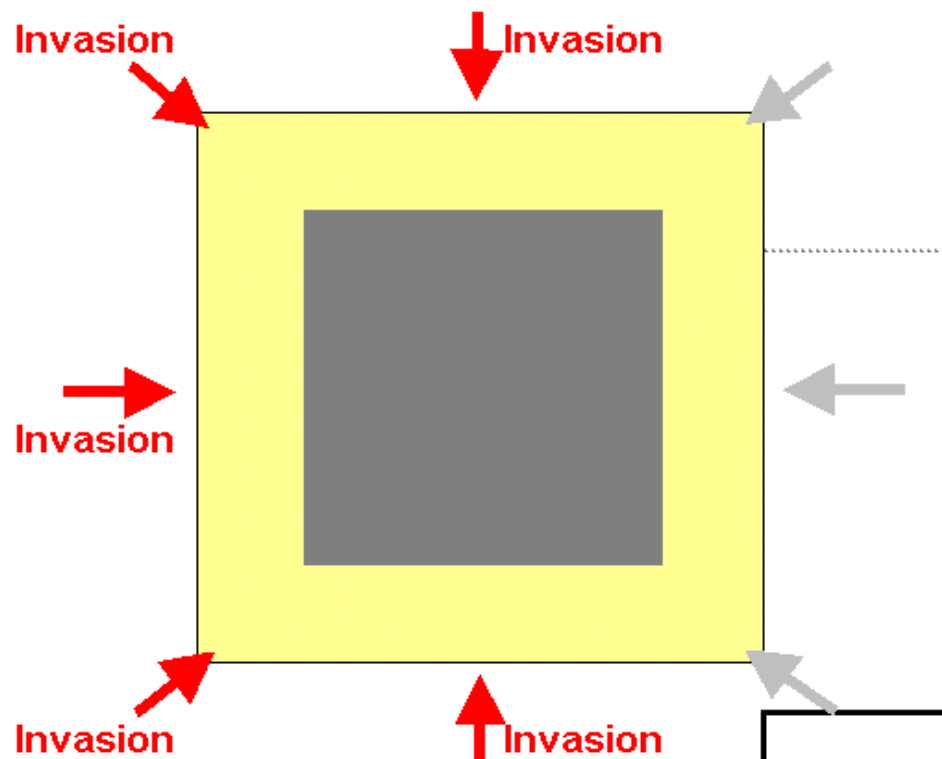
Show invasion routes

The operational area you chose during Stage 2 is now shown on the map. Click one or more of the arrows to show any routes of tsetse invasion into the baited area. The arrow is to be red to indicate invasion, and light grey for no invasion.

When finished, proceed to the next stage.

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Map

[Help](#)



Stop!

Sorry! It is pointless to proceed with inputs.

Your inputs so far indicate that in your proposed operational area there is no method of tsetse control, not even a bait technique, that would make a material difference to the incidence of tsetse-borne disease in the cattle. The problem is that your area is too small, so that there is no economical means of preventing tsetse from invading into most or all of it.

The feasibility would be greater if you attended to the following matters.

1. -- Enlarge the proposed area, to include more of the invasion source(s). With the species and abundance of tsetse that you have described, you can expect that the flies will invade up to about 6km from the source(s).
2. -- Make your area more compact or, at least, do not increase substantially the length of the invadable perimeter during your attempts to enlarge the area.

In any event, you must now return to the Feasibility Menu. When you get there you might like to try another set of inputs that take account of the above suggestions. If you cannot comply with these suggestions you must learn to live with tsetse. Let nobody tell you otherwise.

When you have read the above message, go back to the Feasibility Menu

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Stage 1

Reference and epidemiology

Options: complete the work on this sheet and proceed to the next stage,
or go back to the Feasibility Menu.

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Inputs

Stage 1

Reference

The operational area that you have now started to consider, and all of the inputs that you make about it, will form a scenario that can be stored with many other scenarios. You must now give the scenario a name. Enter a name in the reference box. The date is automatic.

Reference: Handeni

Date: December 19, 2002

Epidemiology

Which are the creatures that you are most worried about protecting from tsetse-borne disease?

Cattle

[Help](#)

Which species of tsetse is responsible for most of the trouble in your area?

G. pallidipes

[Help](#)

What is the population density of the species of tsetse that is causing the most trouble?

High

[Help](#)

When finished, proceed to the next stage.

[Next](#)

Stage 2

Size and shape of operational area

Options: complete the work on this sheet and proceed to the next stage, or go back to Stage 1.

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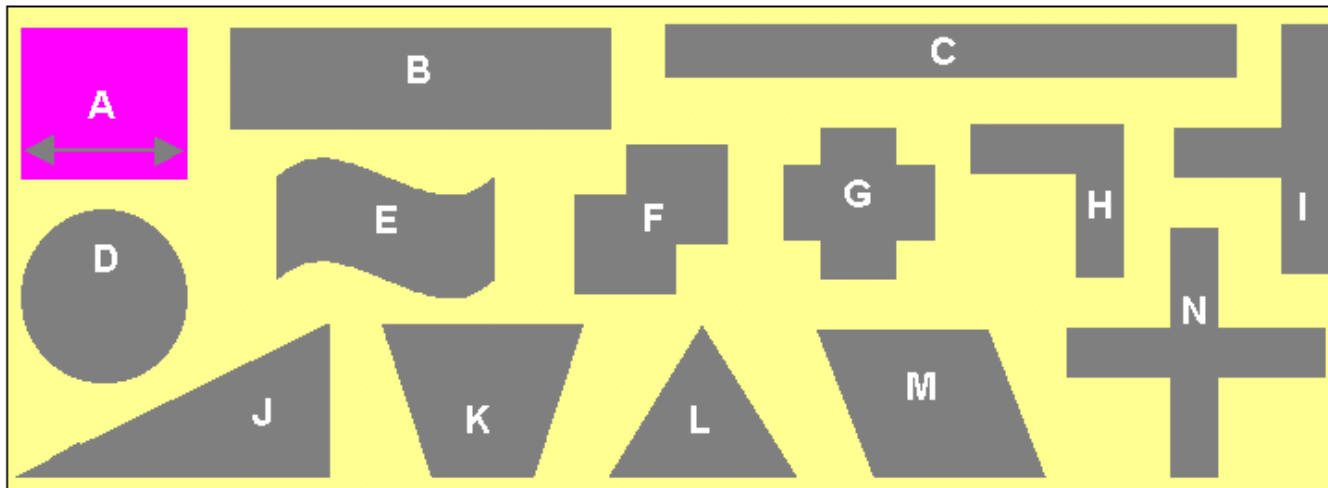
Feasibility

Inputs

Stage 2

Shape

Click the lettered shape that matches best the shape of the operational area? Selection will turn pink.



Ignore the orientation of the shapes.

[Help](#)

Selected shape

A
Square

Size

Look at arrow-headed line on the selected shape. How long would that line be, in km, if it were in a comparable position in your baited area?

When finished, proceed to the next stage

[Next](#)[Help](#) km

Stage 3

Invasion into the operational area

Options: complete the work on this sheet and proceed to the next stage, or go back to Stage 2.

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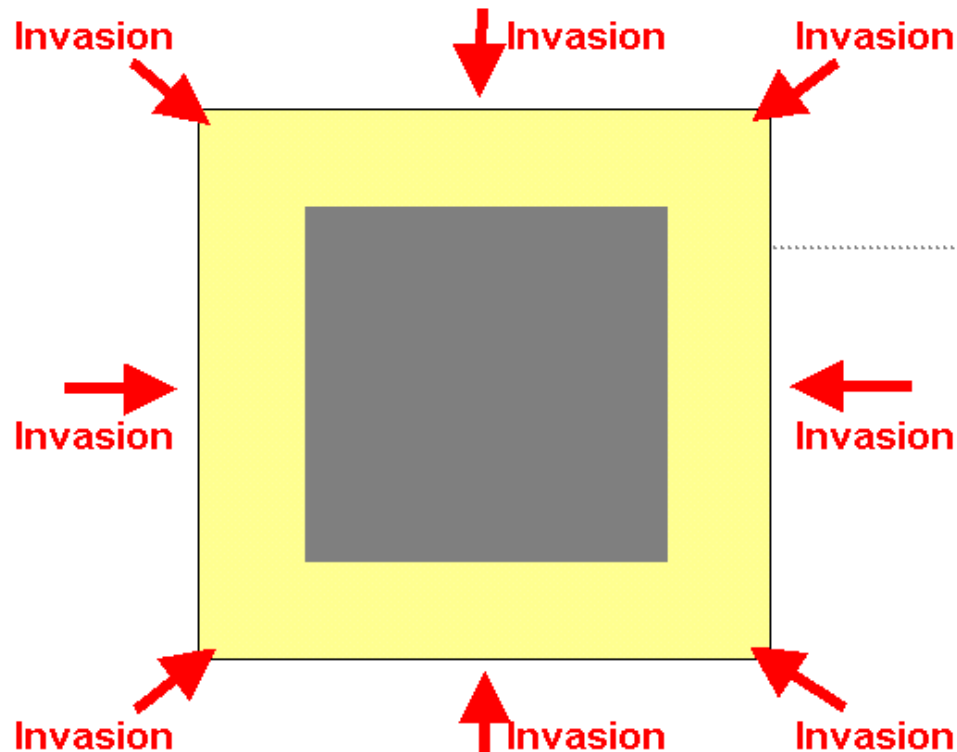
Show invasion routes

The operational area you chose during Stage 2 is now shown on the map. Click one or more of the arrows to show any routes of tsetse invasion into the baited area. The arrow is to be red to indicate invasion, and light grey for no invasion.

When finished, proceed to the next stage.

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Map

[Help](#)

Stage 4

Populations of cattle and wild hosts

Options: complete the work on this sheet and proceed to the next stage,
or go back to Stage 3.

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Stage 4

Cattle numbers

How many cattle, other than sheep and goats,
graze in the whole of your operational area?
Exclude any zero-grazed animals.

[Help](#)

Areas where cattle and wild hosts do not mingle

What percentage of the operational area consists
of large blocks, more than about 4km wide, where
cattle do not go but where wildlife occurs?

[Help](#)

Wild hosts in and near places where cattle go

What is the population density of adults of large wild
animals, greater than 50kg, in the places where cattle
go, and within about 1km of such places?

[Help](#)

When finished, proceed to the next stage.

[Next](#)

Scroll down through the report and take one of the options at the end of the sheet.

PRELIMINARY FEASIBILITY REPORT

Ref: Handeni

Date: December 19, 2002

SUITABILITY OF SIZE AND SHAPE OF PROJECT AREA

Pertinent statistics

The following surface areas have been estimated, and rounded to the nearest square kilometre.

Area that will be completely cleared of tsetse	324 km ²
--	---------------------

(This area will need baits for at least ten months, while clearance occurs)

Area where invading tsetse will occur, albeit at much reduced density	576 km ²
---	---------------------

(This area will need baits indefinitely, to deal with invaders)

Total project area, ie, the total of the above areas	<u>900 km²</u>
--	---------------------------

Comments

Since your project area is subject to tsetse invasion, and since the invading flies must enter the area to be killed, you will always have a few tsetse in those parts of your area that are less than about 6km from the invasion front. If baits are not maintained properly near the front the flies will invade in greater number, possibly nullifying previous control.

Since the flies will not be removed totally and permanently from your project area the cattle will still need to be inspected for trypanosomosis and given trypanocidal drugs, albeit perhaps less intensively. Bear in mind that the cattle in the middle of your project area, where the flies will be reduced or absent, might go much nearer to the invasion source(s) to graze and drink, so increasing the risk of infection.

You should look for ways of increasing the size of the cleared area relative to the invaded area.

Scroll down through the report and take one of the options at the end of the sheet.

☐ For example, can you increase the size of the whole project area, or can you adjust its shape so that invasion becomes less significant?

NUMBERS AND TYPES OF BAIT

Pertinent statistics

Cattle densities. -- The estimated densities of various sizes of cattle are as below. The figures are averages for the whole operational area.

Density of cattle.	Large cattle ($\geq 100\text{kg}$)	4.4 per km^2
	Small cattle ($< 100\text{kg}$)	4.4 per km^2

Bait numbers. -- It is estimated that you will have to start with the following numbers of baits.

For control operations

Treated cattle -- larger animals only	900
---------------------------------------	-----

Targets -- with odours	0
------------------------	---

For surveys

Traps -- with odours	33
----------------------	----

(You might wish to use more traps, and to operate a few other survey baits)

Comments

The numbers and distribution of cattle in the project area mean that you could use insecticide-treated as the main or only means of tsetse control. This is likely to be cheaper and simpler than relying heavily on the use of artificial baits.

To be most cost-effective, each of the cattle due for insecticide treatment must be given a dose of a recommended pyrethroid insecticide some 6-12 times per year. You should confirm that the use of pyrethroid on cattle is acceptable to the national veterinary authorities.

Bear in mind that if a tsetse bites a cow, the fly will not die before it has the chance to infect

Scroll down through the report and take one of the options at the end of the sheet.

OVERVIEW

Tsetse Plan has made the following rough assessments of the technical manageability and the cost:effectiveness of bait control in your operational area. Each score is on a scale of 0 to 10.

Manageability

The score offers an overall indication of the ease with which the bait programme can be started and sustained by sophisticated farmers, or by a group of small-holders with NGO help.

Score = 7 (Manageable, if you are careful)

The elements in this score select the following types and degrees of hassle.

Countering invasion: Moderate invasion hassles -- much of your area will be invaded.

Operating the baits: You are using cattle almost entirely -- this means minimal hassle.

General organisation: Your medium size of area should be moderately easy to manage.

Cost:effectiveness

It is impossible to score reliably the cost:effectiveness of baits in your area since more detailed information is required on many and varied matters not considered at this preliminary stage. However, for the time being work on:

Score = 8 (Very good)

Comment on above scores

The upshot of the above scores is that you could design a feasible project of bait control in your area. However, if the control programme is to succeed you are going to have to be careful in planning and implementation.

End of Report



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Level 2. -- Define the Pretreatment Population

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Scenario: Play2

? Instructions for defining the population

? Inputs to define the population

? Examine the last population defined

? View, or change to, other scenarios

? Return to the Main Menu

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Vegetation map

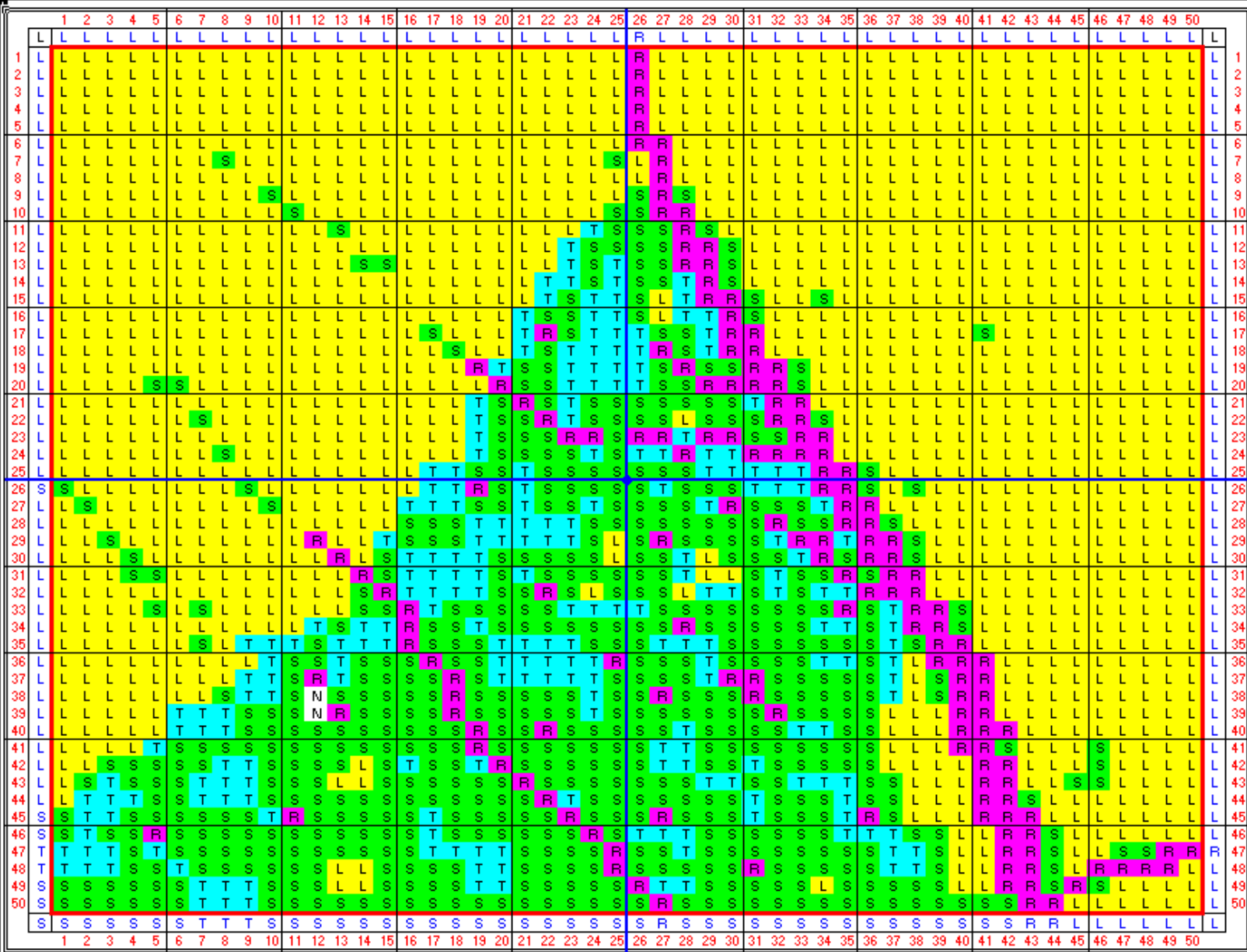
Minimise

Map is 60 x 60km and consists of 50 x 50 cells (2500), each 1200m square

Help buttons
General Code Input

Zoom buttons Present = 70
40 50 60 70 100

Fill buttons
Clear N U L S T R Undo



- Reminds you about the vegetation pattern

Clear 0 1 2 3 4 Undo

[illegible]

Density in central 40 x 40 cells = 12.64 %

Present = Tactee

Adversity



		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
12	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
13	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
14	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
15	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
16	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
17	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
18	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
19	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
20	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
21	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
22	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
23	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
24	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
25	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
26	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
27	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
28	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
29	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
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31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
32	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
34	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
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36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
37	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
38	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
40	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0</																								



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Budget

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View the complete plan

Complete

?

Return to the Begin Menu

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Map of operational area

Minimize

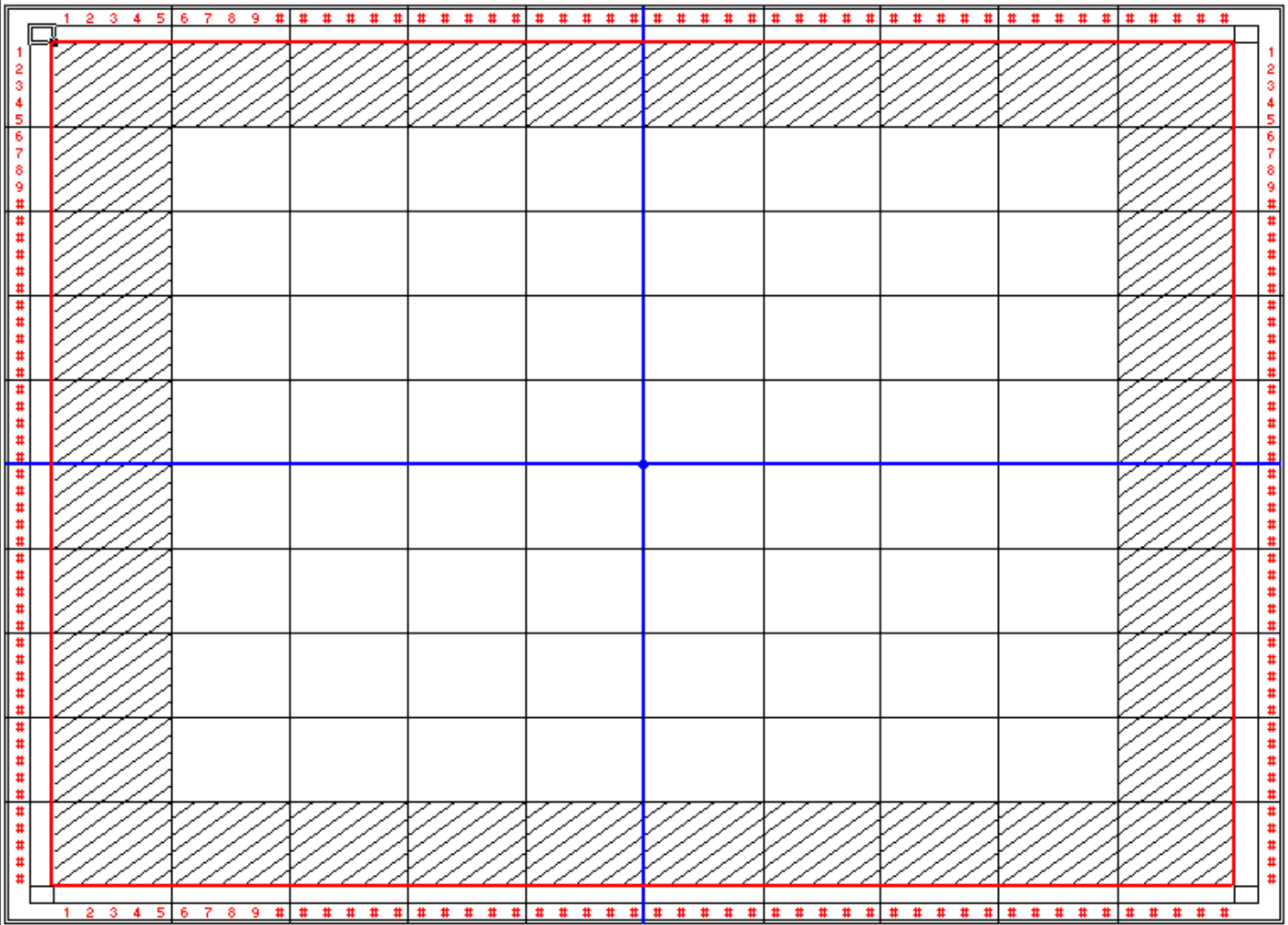
Total baited area (km²) = 0

Help buttons
General Code Input

Zoom buttons Now: 60
40 50 60 70 100

Fill buttons
B Nil Clear Undo Suggest

Colour buttons Now: Baits
Baits Vegetation Tsetse Adversity



Minimize

Minimize

Map of operational area

Minimize

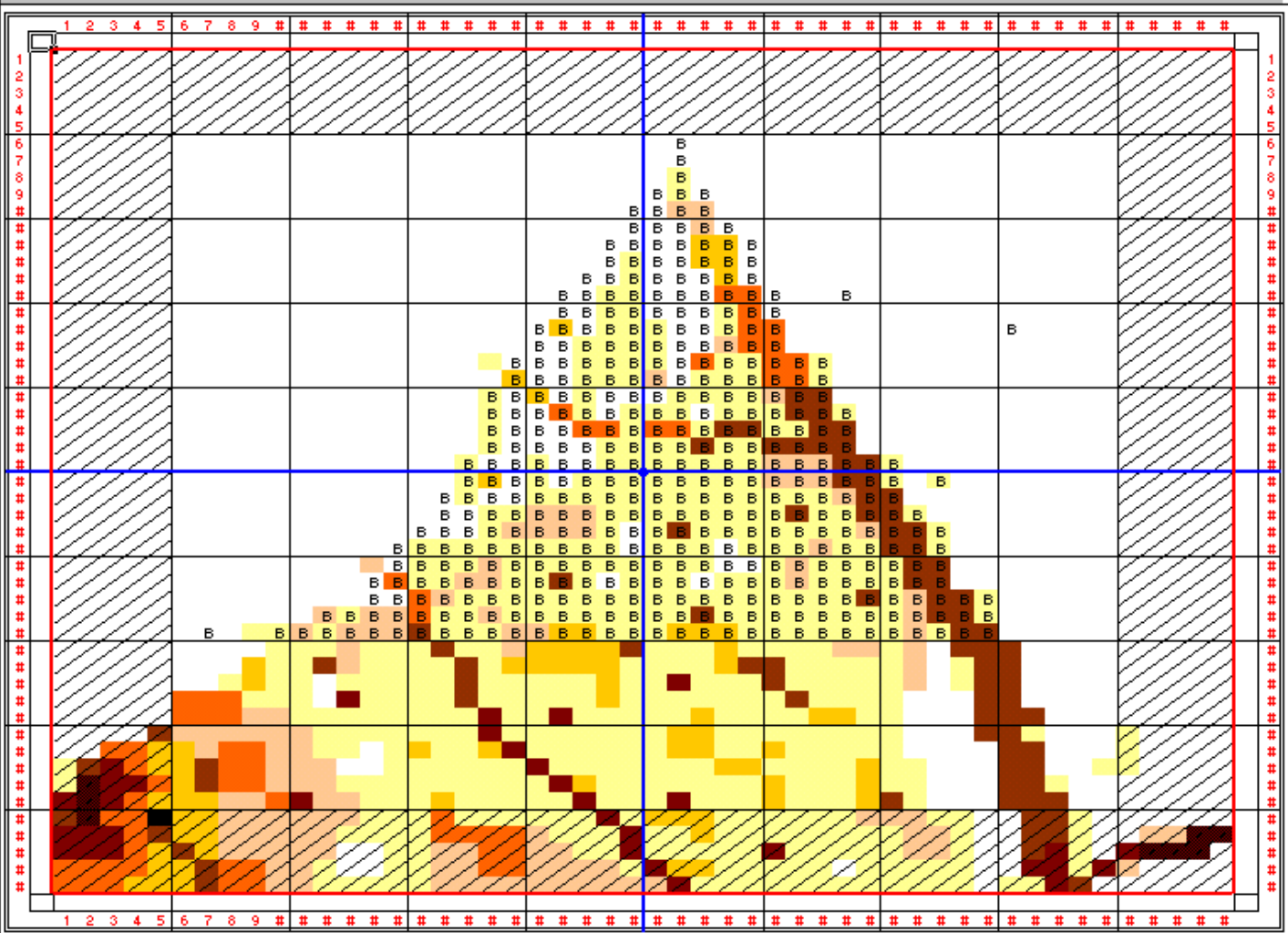
Total baited area (km²) = 628

Help buttons
General Code Input

Zoom buttons Now: 60
40 50 60 70 100

Fill buttons
B Nil Clear Undo Suggest

Colour buttons Now: Tssetse
Baits Vegetation Tssetse Adversity



Minimize

Minimize

Wait and Watch

What is happening. -- Four levels of bait control are now being simulated. Watch the map and graph to see the results being updated every 15 days.

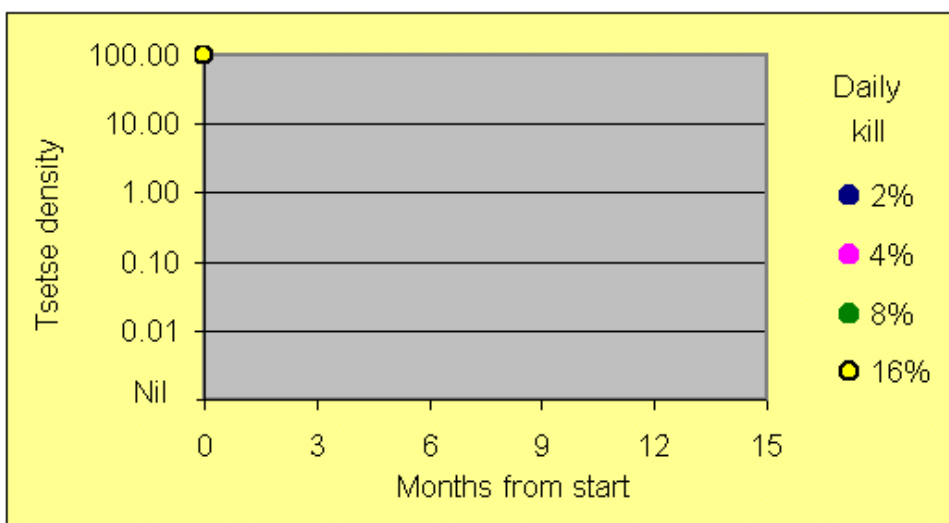
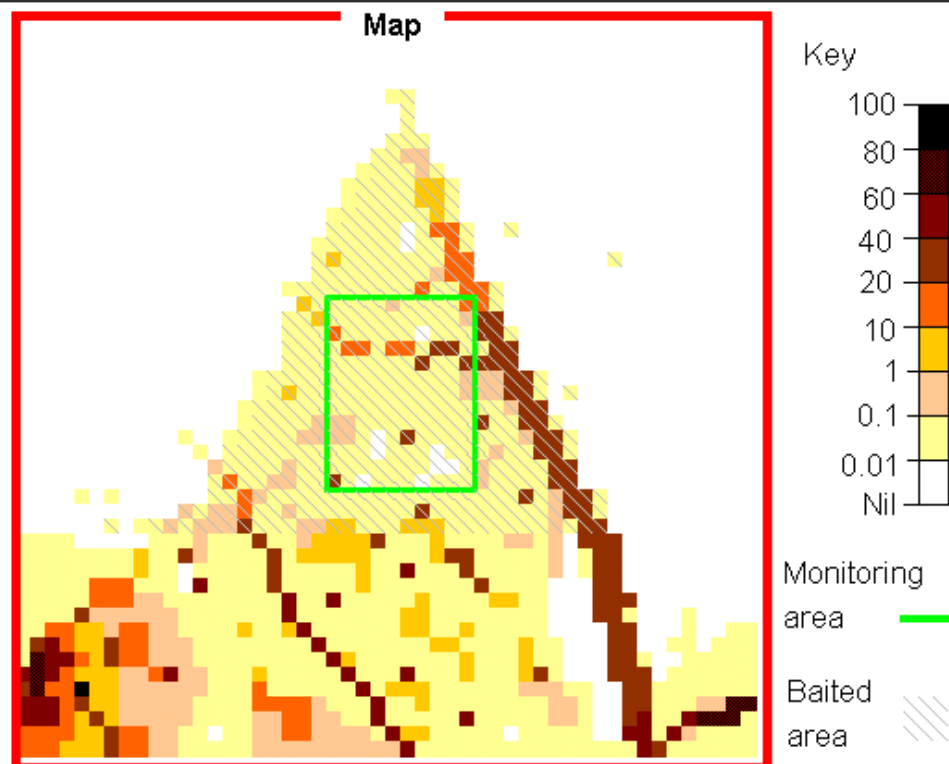
The map. -- This shows the whole of the block you selected during the definition of the pretreatment population. Colour indicates tsetse density, as a percent of the greatest density in any part of the mapped area before control. This percent is the most pertinent for assessing the impact in the whole mapped block.

The graph. -- This plots tsetse density in the monitoring area you selected in Stage 3. Density is expressed as a percent of the average density in the monitoring area prior to control. This percent is the most pertinent for assessing the impact in the monitoring area, but it differs from the type of percent shown by the map.

Progress of the simulations. --

The simulations are being prepared now. Progress data will be shown in this space once the first simulation has begun.

On completion. -- When all four simulations are finished, you will be taken to Stage 4, to inspect and interpret the results.



Wait and Watch

What is happening. -- Four levels of bait control are now being simulated. Watch the map and graph to see the results being updated every 15 days.

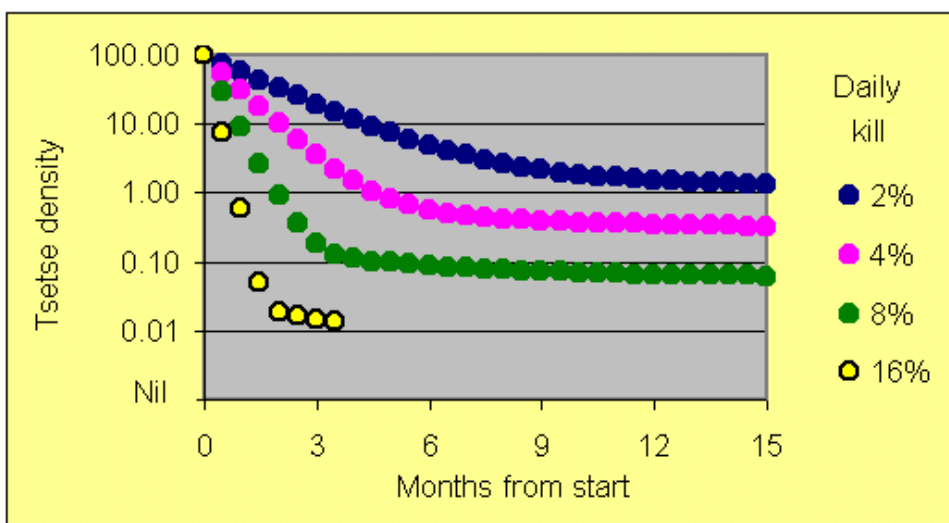
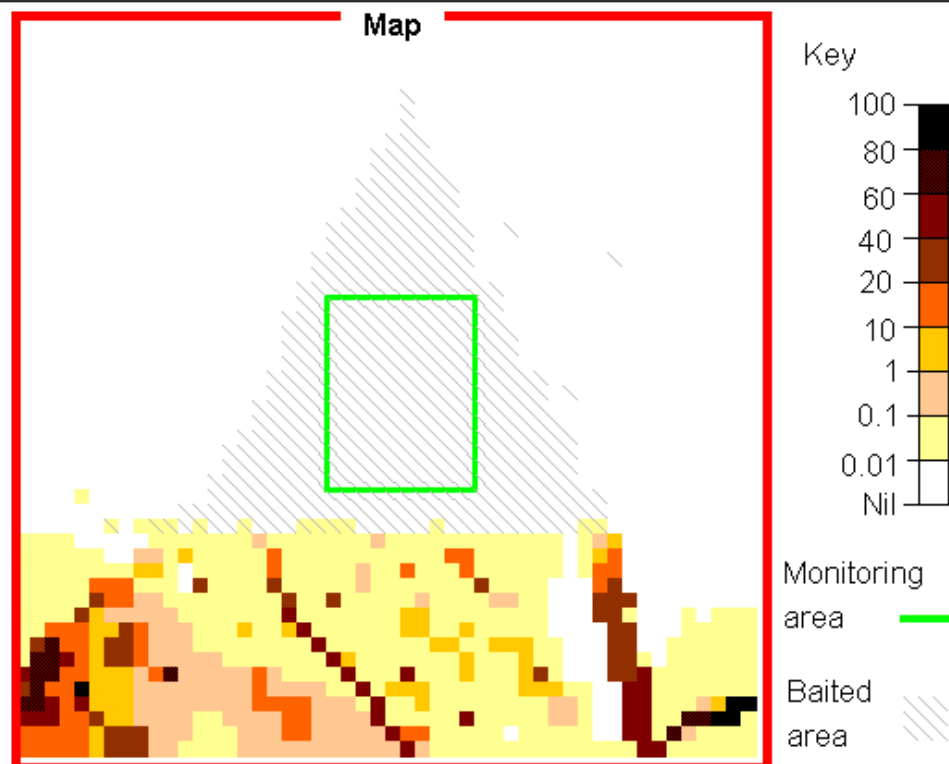
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The graph. -- This plots tsetse density in the monitoring area you selected in Stage 3. Density is expressed as a percent of the average density in the monitoring area prior to control. This percent is the most pertinent for assessing the impact in the monitoring area, but it differs from the type of percent shown by the map.

Progress of the simulations. --

Simulation now being run	4
<hr/>	
Daily kill in present simulation	16 %
<hr/>	

On completion. -- When all four simulations are finished, you will be taken to Stage 4, to inspect and interpret the results.



Stage 6

Fine-tune the kill rate in the adopted operational area

Options: complete the work on this sheet and proceed to next stage,
or go back to Stage 5.

[Back](#)

Menu path

[Begin](#)[Main](#)[Strategy](#)[Inputs](#)[Stage 6](#)

Steps

Use the following steps to play with different rates of kill (% per day) in the operational area you have now adopted.

- 1) Select one of the daily rates offered in the selection box.

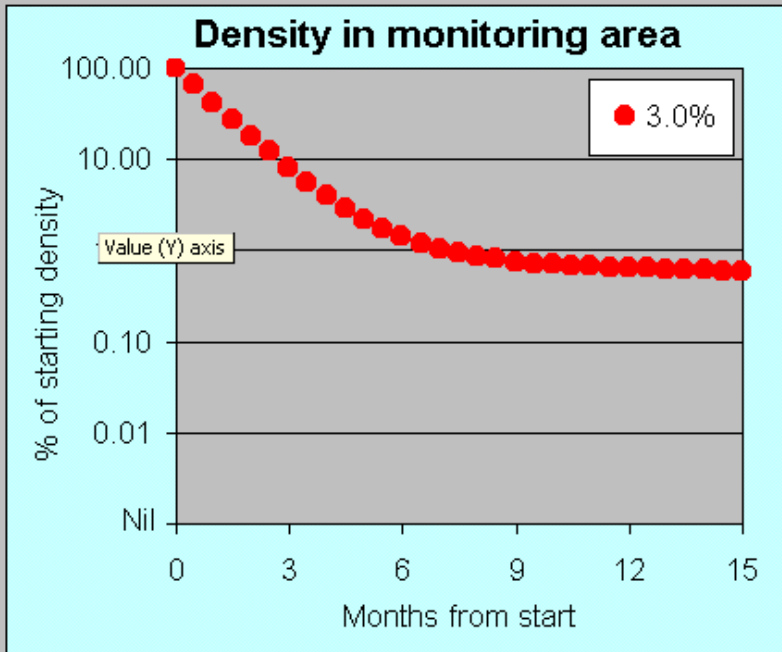
3.0 ▼

- 2) Press the Run button and watch the simulation proceed.

[Run](#)

- 3) Inspect the graph of tsetse density in the monitoring area and view, via the Map buttons, the distribution and abundance of tsetse on the whole map, at various times after the start of control.

- 4) Try another rate, by recycling to Step 1, above.
Alternatively, if you have identified the minimum rate for an acceptable speed and degree of control, ensure that this rate is shown in the box and press the Next (Accept) button.

[Next \(Accept\)](#)

Map buttons

Numbers on the buttons refer to months after control started

[0](#)[3](#)[6](#)[9](#)[12](#)[15](#)



Main Planning Procedures

Menu path

Begin

Main

Main Menu

Help

?

1. -- Produce a Preliminary Feasibility Report

Feasibility

?

2. -- Define the pretreatment situation

Pretreatment

?

3. -- Plan the control strategy

Strategy

?

4. -- Plan the control tactics

Tactics

?

5. -- Make a budget and shopping list

Budget

?

View the complete plan

Complete

?

Return to the Begin Menu

Back

Stage 3

Insecticide-treated cattle

Options: complete the work on this sheet and proceed to next stage,
or go back to Stage 2.

[Back](#)

Menu path

Begin
Main
Tactics
Inputs
Stage 3

Numbers of treated cattle

Tsetse Plan has calculated that in order to achieve the required daily kill rate of 4% you will have to treat regularly the following number of the larger cattle in the baited area.

Total head of cattle (*Bos*) to be treated: 0

Treatment regime

Indicate what method of insecticide application you wish to employ, which parts of the body surface are to be covered and at what average interval. Press the Help buttons to understand more about the options. Press the Suggest button to use Tsetse Plan's suggestion.

Method of application:

Dip

Surface to cover:

Whole body

Average interval of application:

One month

[Suggest](#)[Help](#)[Help](#)[Help](#)

When finished

Press the Next button to proceed to Inputs Stage 4.

[Next](#)

Stage 4

Target design

Options: complete the work on this sheet and proceed to next stage, or go back to Stage 3.

Back

Menu path

Begin
Main
Tactics
Inputs
Stage 4

Inputs

Press the Suggest button to get Tsetse Plan to make entries for you. Alternatively, make your own entries, getting assistance via the Help buttons. As you make the inputs the Estimates section will display the approximate requirements for the targets you will need to deploy. The estimates assume that the targets will be used with the recommended odour(s).

Suggest

Target type

Blue-black-blue, vertical panels

Help

Target size, cm

Height:

100

Width:

125

Help

Target support

Two upright posts + two crossbeams, all wood

Help

Estimates

Press the Interpret button to understand the estimates.

Total targets	1975	(Excluding spares)
Total area of cloth, m ²	2470	(Black + blue)
Total length of poles, m	11653	(Posts + beams)
Total wire, kg	70	(16 gauge)

Interpret

When finished: press the Next button to proceed to Inputs Stage 5.

Next

Stage 5

Odours to use with targets

Options: complete the work on this sheet and proceed to next stage, or go back to Stage 4.

Back

Menu path

Begin
Main
Tactics
Inputs
Stage 5

Inputs

Press the Suggest button to get Tsetse Plan to make entries for you. Alternatively, make your own entries, with assistance via the Help buttons. The Estimates section shows the numbers of targets and odour dispensers you will need to deploy.

Suggest

Artificial odours	Per target, mg/h	Total kg/yr	
Butanone	100 ▼	1334	Help
Octenol	0.50 ▼	4.7	Help
4-methyl phenol	1.0 ▼	9.3	Help
3- <i>n</i> -propyl phenol	0.10 ▼	0.93	Help

Urine for phenols
If you wish, you can use cattle urine instead of the artificial phenols. Do you want this option?

Yes **No** **Help**

Estimates

Press the Interpret button to understand the estimates.

Total targets	1975	(Excluding spares)
Total dispensers	3950	(Two types per target)

Interpret

When finished

Press the Next button to proceed to Inputs Stage 6.

Next

Stage 7

Specifications for traps, their odours and dispensers

Options: complete the work on this sheet and proceed to next stage,
or go back to Stage 6.

[Back](#)

Menu path

Begin

Main

Tactics

Inputs

Stage 7

Inputs

Press the Suggest button to get Tsetse Plan to make entries for you. Alternatively, work through the inputs in the order they are prompted. This will ensure that when you come to each input you will be offered a sensible range of options from which to choose.

[Suggest](#)

1) Type of trap

Epsilon

[Help](#)

2) Trap support

Four wooden struts

[Help](#)

3) Type and dose of odour. -- If you chose to use odours with targets, it is suggested that you use the same mix of odours that you selected for targets, except that you increase the dose several times. Select the number of times you wish to multiply the dose.

4

4) Odour dispensers. -- You can use the same odour dispensers that you chose previously for use with targets. Press Help for details.

[Help](#)

5) Number of traps to deploy. -- Choose the greatest number you can manage and afford, bearing in mind that a trap costs several times more than a target.

20

When finished

Press the Next button to proceed to Inputs Stage 8.

[Next](#)



Main Planning Procedures

Menu path

Begin

Main

Main Menu

Help

?

1. -- Produce a Preliminary Feasibility Report

Feasibility

?

2. -- Define the pretreatment situation

Pretreatment

?

3. -- Plan the control strategy

Strategy

?

4. -- Plan the control tactics

Tactics

?

5. -- Make a budget and shopping list

Budget

?

View the complete plan

Complete

?

Return to the Begin Menu

Back

Stage 2

General factors

Options: complete the work on this sheet and proceed to next stage, or go back to Stage 1.

[Back](#)

Menu path

Begin
Main
Budget
Inputs
Stage 2

Type of currency

Select the symbol to be used for the type of currency in which the budget is to be calculated.

Symbol

Zim\$ ▼

[Help](#)

Reference prices

Indicate the prices of diesel and labour. Figure for Labour should include any allowances, eg, food, housing and clothing.

Diesel, per litre

Zim\$

66.00

Labour, per month

Zim\$

5000.00

Comment: Nil

Safety margin

Indicate the "blanket" extent to which you wish to over-provision, to allow for wastage and damage.

5% ▼

[Help](#)

When finished

Press the Next button to proceed to Inputs Stage 3.

[Next](#)

Stage 3

Expendables for killing baits

Options: complete the work on this sheet and proceed to next stage,
or go back to Stage 2.

Back

Menu path

Begin

Main

Budget

Inputs

Stage 3

Entries

Click each blue sub-head to enter its details. All costs shown are based on the last entries that may refer to a previous scenario. To clear these, press the Clear button.

Clear

Undo Clear

Comment: Nil

When finished

Proceed to the next stage.

Next

Main head	Sub-head	Zim\$(mil)
Cattle	? Insecticide	0.00
	? Miscellaneous	0.00
	(Specify any other below)	
	? <input type="text"/>	<input type="text"/>
Targets	? Cloths	5.74
	? Supports	0.02
	? Odours	6.37
	? Odour dispensers	2.98
	? Insecticide	0.68
	? Miscellaneous	0.03
	(Specify any other below)	
	? <input type="text"/>	<input type="text"/>
Running total (carried forward to Stage 4)		15.82

Stage 5

Vehicle running costs (mileage): distances

Options: complete the work on this sheet and proceed to next stage, or go back to Stage 4.

[Back](#)

Menu path

Begin

Main

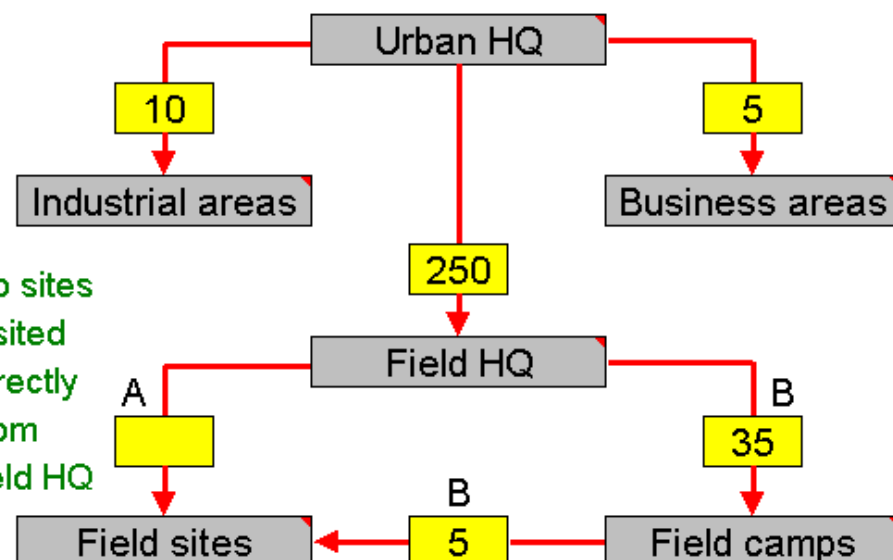
Budget

Inputs

Stage 5

Inputs

Enter the average kilometres for the one-way trip between the locations shown on the sketch.



Help. -- Move the cursor over the location for help in identifying it. Two routes (A and B) to field sites are allowed. Route A goes to those sites sufficiently close to the Field HQ to be accessed directly from there and dealt with in a day. Route B is for sites further away that have to be dealt with by first going to a field camp, staying there for one or a series of nights and accessing the sites each day.

Comment: Nil

When finished

Press the Next button to proceed to Inputs Stage 6.

[Next](#)

Stage 8

Staff: total annual cost

Options: complete the work on this sheet and proceed to next stage,
or go back to Stage 7.

Back

Menu path

Begin
Main
Budget
Inputs
Stage 8

Entries

Click each blue sub-head to enter its details. All present displays of costs are based on the last entries, and so may refer to a previous scenario. To clear these, press the Clear button.

Clear

Undo Clear

Comment: Nil

Main head	Sub-head	Zim\$(mil)
Running total (brought forward from Stage 7)		18.05
Staff	? Field staff	1.99
	? HQ staff	0.57
	? Training	0.00
	? Specify any other below	
	Other: <input type="text"/>	<input type="text"/>
Running total (carried forward to Stage 9)		20.61

Note: Although not shown above, a full breakdown of the cost for each type of staff under the field and HQ sub-heads, and details of any training costs will be shown in the final budget.

When finished

Proceed to the next stage

Next

Stage 11

Administration: expendables

Options: complete the work on this sheet and proceed to next stage,
or go back to Stage 10.

[Back](#)

Menu path

[Begin](#)
[Main](#)
[Budget](#)
[Inputs](#)
[Stage 11](#)

Entries

Enter the total annual cost against each sub-head. If there are no charges of the specified type, enter the number 0. If there are charges other than those specified, use the "Other" slots. Press Help for more details.

Note. Total entered cost of Admin. is now 19.7% of total brought forward-- probably too high.

Main head	Sub-head	Zim\$(mil)
Running total (brought forward from Stage 10)		53.20
Admin. Help	? Stationery and maps	1.00
	? Communications	2.00
	? Computers	1.00
	? Services	1.00
	? Specify any other below	
	Other 1: Reports	3.00
	Other 2: Manuals	2.50
Running total (carried forward to Stage 12)		63.70

Comment: Nil

When finished

Proceed to the next stage

[Next](#)

Stage 12

Total budget and contingencies

Options: complete the work on this sheet and proceed to next stage,
or go back to Stage 11.

[Back](#)

Menu path

[Begin](#)[Main](#)[Budget](#)[Inputs](#)[Stage 12](#)

Provisional total of whole budget

Total cost of all items budgeted so far:

Zim\$(mil)

Input: contingency percent

Perhaps you wish to increase the above provisional total by adding "contingencies", to cover any extra costs associated with, say, inflation or statutory increases in wages. Any contingency fund will be calculated as a percent of the provisional total.

Select the percent you wish to adopt:

[Help](#)

Output: contingency and grand total

Contingency fund (at 10%):

Zim\$(mil)

Grand total, provisional + contingency:

Zim\$(mil)

[Help](#)

Accept or reject the grand total

Press a button to indicate your response the grand total shown above.

Accept the total, for now at least

[Accept](#)

Reject the total, and re-budget

[Reject](#)

Get help with the above choices

[Undecided](#)

Schedules

View the budget and shopping list

Options: complete the work on this sheet and proceed to next stage,
or go back to Stage 12.

Back

Menu path

Begin

Main

Budget

Inputs

Schedules

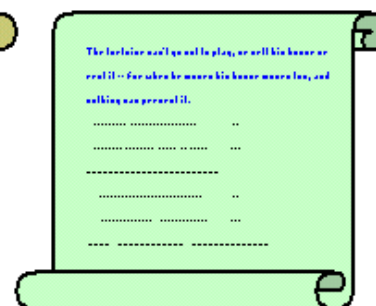
Viewing

The sheets for the budget and shopping list are shown in minimised form to the right. Press the Maximise button of a sheet to view the detail.

Full budget

**Maximise**

Condensed budget

**Maximise**

Shopping list

**Maximise**

After viewing

You must now decide finally whether to accept or reject the budget and its shopping list. Press a button to indicate your decision.

Reject the budget and shopping list and return to the Budget menu, to make a new budget and list, or to break for thought.

Reject

Accept the budget and shopping list and proceed to the next stage.

Accept

Full display of budget

December 13, 2002

Scenario: Play2

[Minimise](#)

Item		Cost, in Zim\$(mil)
1	Expendables for baits	
1.1	Targets	
1.1.1	Cloths	5.74
1.1.2	Supports	0.02
1.1.3	Odours	6.37
1.1.4	Odour dispensers	2.98
1.1.5	Insecticide	0.68
1.1.6	Miscellaneous	0.03
	Sub-total	15.82
1.2	Monitoring baits	
1.2.1	Traps (including odours and dispensers)	0.44
1.2.2	Binoculars	0.50
	Sub-total	0.94
	Expendables for baits, total	16.76
2	Transport	
2.1	Mileage (vehicle running costs)	
2.1.1	Light trucks	0.52
2.1.2	Heavy trucks	0.56
	Sub-total	1.08
2.2	Vehicle levies	
2.2.1	Tax and insurance	0.05

Shopping list and specifications

December 13, 2002

Includes staff and mileage requirements and any goods to be made by the project

Scenario: **Play2****Minimise**

Targets

Cloths

Type	Blue-black-blue, vertical panels
Finished height, cm	100
Finished width, cm	125
Total number (deployed + spare)	2280 (to be made by project)

Supports

Type	Two upright posts + two crossbeams, all wood
Total number of sets (deployed + spare)	2280 To be made by project)
Components of the sets	
1 Type	Upright post
Length, m	1.625
Total number, all sets	4560
2 Type	Crossbeam
Length, m	1.325
Total number, all sets	4560
3 Type	0
Length, m	0
Total number	0
Assorted items for supports	eg, tying materials, tool replacements
Mileage	110th all items were handcrafted