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Complete Setup Guide

Please read through this guide carefully. This guide is intended to be a step-by-step comprehensive guide to starting your herd with the Gallagher Virtual Fencing Collars, summarized from the Setup Guide produced by Gallagher. This guide covers setting up the collars, setting up your training paddock and your grazing paddocks, installing the collars, assigning animals to collars, assigning animals to mobs, and releasing animals for training.

Step 1: Solar Charge Neckband Batteries (2-3 days)

The first step after receiving your collars is to charge them.

- Neckbands arrive ‘hibernated’ in an ‘OFF’ state.
- Place neckbands in a sunny spot near the yards. They solar charge when exposed to sunlight, even in hibernation.
- Placing the neckbands into full sun facing south for charging is ideal.
- In summer with full sun orientation: 2-3 days may be sufficient. In winter or poor sun orientation: Up to 1 week of charging may be needed.

Step 2: Set up your eShepherd Web App

While your collars are charging, take this time to explore and review the eShepherd Web App. Setting up virtual paddocks, creating mobs, adding infrastructure, and designing the training paddock are great things to do before assigning the collars. Creating animals (Step 4) is also able to be done during this time, but we recommend waiting until you place the collars on the animals to assign them using the Mobile App.

Log in to the Web App

Gallagher eShepherd will email you links to set your password and complete your Web App registration. Log in to the Web App at: www.app.eshepherd.com. The Web App is used to configure animals, mobs, infrastructure, and virtual paddocks.

Add Infrastructure

The Infrastructure menu is where you define permanent features on the property. This includes physical paddocks, watering points, and landmarks. Each can usually be added by importing a KML file or by creating items manually on the map.

Physical paddocks

1. Use physical paddocks to map permanent fenced areas on your property.
2. Go to Infrastructure, then open Physical Paddocks.
3. To import paddocks, use Upload and select your KML file.

4. To draw one manually, choose Create, enter a name, and click points on the map to outline the paddock.
5. Double-click the last point to finish the shape, then save.

Watering points

1. Go to Infrastructure, then open Watering Points.
2. Import a KML file or choose Create to add one manually.
3. Name the watering point and click the map where it is located.
4. Review the default settings if shown, then save.

Landmarks

1. Go to Infrastructure, then open Landmarks.
2. Choose Create.
3. Select an icon, such as a gate or hazard marker.
4. Enter a name and place it on the map.
5. Choose a color if needed, then save.

Add Virtual Paddocks

Virtual paddocks are used to control where animals can graze. You can create inclusion zones to allow access or shape paddocks so animals stay out of specific areas.

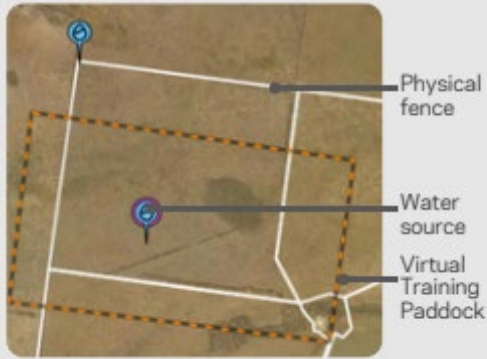
1. Open the Virtual Paddocks menu and select Create.
2. Choose the paddock type and begin drawing by clicking points on the map.
3. Close the shape to complete the paddock.
4. Edit the boundary by moving points, adding points, or deleting points as needed.
5. Save when the paddock is ready.

When drawing a paddock, avoid sharp corners and very short fence segments. The system may flag shapes that do not meet its minimum design rules. If a warning appears, adjust the boundary before saving. Also confirm that animals will have access to water inside the paddock or through a suitable laneway.

If you want to gradually give animals more feed, use the copy feature to duplicate an existing paddock and move the boundary outward. This is useful for strip grazing and controlled pasture allocation. You can also back fence by creating a new paddock that opens fresh ground while preventing animals from returning to previously grazed areas, except for a corridor to water, if needed.

Designing the Training Virtual Paddock

Example of Virtual Training Paddock (VTP)



In this example:

- The VTP is designed to encourage animal interaction within a single segment.
- The VTP has a central watering source.
- Additional feed is available allowing the VTP to be moved forward to allow for more feed.
- After 2-3 days of training, edit the VTP so that the virtual fence sits on top of the physical fence line.

Good paddock design is one of the most important welfare controls in the system. Use the following rules when setting up a training virtual paddock:

1. Divide the physical paddock so that about 2/3 is an inclusion zone and 1/3 is an exclusion zone. This helps animals return to the inclusion zone so training can resume.
2. Keep virtual fence boundaries as straight and simple as possible.
3. Where segments have corners, keep angles greater than 145 degrees. Closer to 180 degrees is better.
4. Set the fence at least 30 m from any water point, feed supplement, or shelter.
5. Where the virtual paddock runs near a physical fence, place it at least 5 m inside or outside the physical fence.
6. Allow animals to move 20 to 50 m into the exclusion zone so they have room to learn, turn around, and avoid becoming trapped.

Create and Manage Mobs

Mobs make it easier to manage animals as a group and place them into the same virtual paddock. Mobs can either be created before or after assigning animals.

1. Open the Mobs menu and select Create.
2. Enter a mob name and choose a color.
3. Add a description if helpful.
4. Select the animals you want in that mob, if animals are already assigned.
 - a. You can create empty mobs and assign animals later ***RECOMMENDED***
5. Save to create the mob.

You can select animals in two main ways: directly from the map by holding Ctrl and dragging a box around them, or from the Animals list by sorting and selecting records there. You can also create an empty mob first and assign animals later. Animals can be moved out of a mob or reassigned at any time. When using virtual fencing, multiple mobs can share the same virtual paddock if needed.

Assign / Create Animals

Before creating animals, make sure your neckbands have been assigned to your account. Unfitted neckbands appear in the Neckbands menu and, once turned on, show on the map as green triangles.

Bulk create animals

1. Open the bulk create option and download the spreadsheet template.
2. Enter each animal's VID or EID (required).
3. EID can be an electronic ID or visual ID (such as an ear tag).
4. Add mob name if already known.
5. Set the action column to Create.
6. Use the fill handle to copy repeated values.
7. Upload the completed spreadsheet.

Create a single animal

1. Open the Animals menu and choose Create.
2. Select Single Animal.
3. Choose the correct neckband.
4. Enter either a VID or EID for the animal.
5. Save the animal record.

If a specific identity is not required, use the neckband serial number as the animal identifier.

Step 3: Install and Use the Mobile App

The mobile app is best used to monitor animal location, turn virtual paddocks ON and OFF, receive notifications and alerts, and associate neckbands to animals. Use this time to explore the app and practice turning on and off the virtual paddocks.

Install the App

1. Open App Store or Google Play Store.
2. Search for “eShepherd”.
3. Download and install.
4. Open app.
5. Log in using Web App credentials.

Turning Virtual Paddocks ON

1. Tap mob icon on map.
2. Tap virtual paddock name.
3. Swipe to select paddock.
4. Slide toggle ON.
5. Tap “Yes” to confirm.






Turning Virtual Paddocks OFF

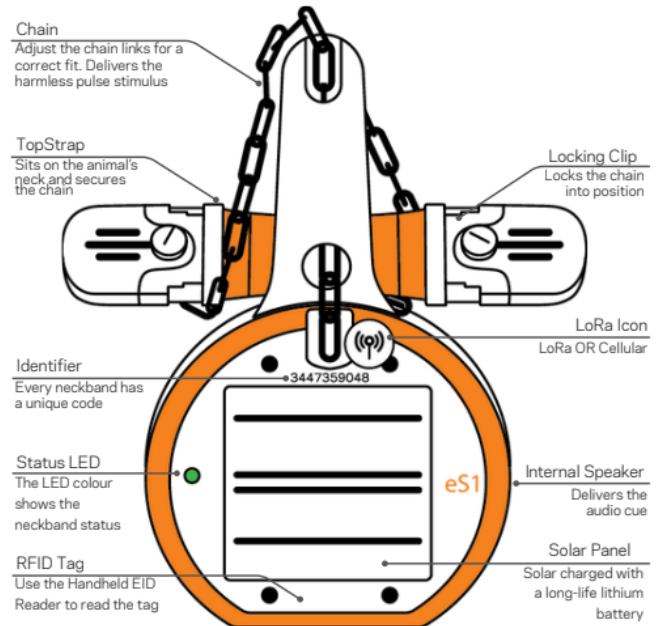
1. Tap animal or mob icon.
2. Tap virtual paddock.
3. Slide toggle OFF.
4. Tap “Yes”.

Step 4: Fit Neckbands to Animals

Use this step while you are physically fitting neckbands to animals. If you are associating neckbands at the same time, follow Step 5 during the process. Only fit neckbands if you are trained in cattle handling, the animal is restrained in a fully operational crush, and the animal is healthy enough to be fitted.



LED	Condition
	Battery charge is OK GPS/GNSS ready Network Connection OK
	Neckband initialising Attempting to connect to network
	When flashing - TWO times: Battery is low Do not fit to an animal
	When flashing - ONE time: Neckband is not ready GPS/GNSS not ready Has not connected to the network Do not fit to an animal
	The neckband has detected the presence of the magnet. When the magnet is in position, the neckband will emit a series of five beeps at one-second intervals and then turn off the neckband.



Un-hibernate the neckbands and confirm communication

1. Locate the LED window and hold the magnet on the orange strip near the LED for about 3 seconds.
2. Listen for the rising tones, then remove the magnet as soon as the tones are heard. The LED will begin blinking as the neckband wakes up.
3. Watch the LED status
 1. Orange means the neckband is attempting to connect.
 2. Green means it is connected and ready.
 3. Flashing red means it is not ready or not connected.
 4. Flashing red twice means the battery is too low to fit.
4. Allow time for the network connection. Cellular neckbands may connect in 10 minutes to over an hour. LoRa neckbands may take several hours once the base station is online.
5. Before fitting, log in to the Web App, open the Neckbands menu, turn on the Neckbands - unfitted layer, and confirm the neckbands have updated in the last 30 minutes.
6. Do not fit any neckband unless the LED is green and the unit is communicating normally.

Prepare the neckband for fitting

1. Identify the main parts of the neckband before entering the crush: LED window, speaker holes, brisquet pad, chains, buckle, and locking clips.
2. Make sure all parts are assembled correctly and that the locking clips are available but not yet inserted.
3. Pre-adjust the strap and chain length as much as possible before placing the neckband on the animal to reduce handling time.

Fit and adjust the neckband

1. Fit from the left side of the crush where possible and keep hands clear of pinch points.

2. Unclip the buckle and place the neckband around the animal's neck with the speaker holes facing toward the brisket and the LED facing forward.
3. Reclip the buckle, then lift the chain through the buckle slot and pull down firmly to adjust the fit. Keep both sides as even as possible.
4. Check the clearance between the neckband and the neck ridge. Leave about 5 cm (2 in) for young animals and about 2.5 cm (1 in) for mature animals.
5. Confirm the neckband is secure but not tight. A correct fit reduces the risk of rubbing, falling off, or poor pulse delivery.
6. Insert the locking clips from the top of the buckle with the clips facing away from the animal's neck.
7. Once fitted, verify that the neckband cannot come undone and that the animal remains calm before moving on to the next animal.

If you have not already associated the neckband to the animal, complete that record in Step 5 before the animal leaves the crush. Inspect fitted neckbands regularly and adjust as animals gain or lose condition.

Step 5: Associate Neckbands

Once all collars are charged, it is time to install the neckbands onto animals and use the eShepherd Mobile App to associate collars with animals within the app. This process can either be done manually or with an EID reader if applicable. If you already followed the steps above to associate animals to collars before physically placing the collars, skip this step.

Connect a phone to a handheld EID reader (iPhone)

1. Open the eShepherd app on your iPhone.
2. On the HR5 reader, go to Main Menu > Wireless.
3. Choose Wi-Fi (not Bluetooth) and leave that screen open.
4. On your iPhone, open Settings > Wi-Fi.
5. On the HR5 reader, press Search.
6. When an HR5-xxxxxxxx network appears on your iPhone, select it.
7. Wait for the iPhone to connect to the HR5 reader.
8. Close Settings, return to the eShepherd app, and confirm the HR5 appears in the Devices menu.

Use the mobile app to associate neckbands to animal EID tags

From Map view, tap the Menu icon in the top left.

1. Select Sessions.
2. Tap the + icon to create a new session or import a file from a Tru-Test device if needed.
3. Enter a session name, then select an existing mob or add a new mob.
4. Tap Start to begin the session.

5. Scan the neckband EID and the animal EID (NLIS) tag. The app will place each number in the correct field automatically.
6. If Auto Add is turned on, the association record will be added automatically as soon as both numbers are present.

For large groups, it is recommended to create multiple sessions. If you take a break, finish the current session using the back arrow in the top left, then start a new session when you resume.

Associate neckbands without EID tags (using visual ID / manual entry)

1. From Map view, tap the Menu icon in the top left and select Sessions.
2. Tap the + icon, create a new session, enter a session name, and tap Start.
3. In the neckband field, enter the neckband number manually. Use the serial printed on the neckband and enter the last 5 digits if prompted.
4. In the animal field, enter the animal's visual ID (VID), such as the readable ear tag number.
5. Confirm the neckband and visual ID match the animal you are fitting.
6. Add the association record, then repeat for the next animal.

If two neckbands share the same last 5 digits, select the correct full number in the app before saving. For larger groups, keep a written backup of pairings and upload the session when cell or Wi-Fi service is available.

Upload Animals to App

After a session is completed

1. End the session.
2. Go back to Sessions page.
3. Click on the session just completed.
4. Click "Upload to eShepherd".

Step 6: Create a Mob / Assign to a Mob

After animals are fitted and associated, group them into mobs so they can be managed together and assigned to the same virtual paddock.

1. Open the Mobs menu in the Web App and select Create or select an empty mob that you made earlier to add animals to mob.
2. Enter a mob name and choose a color.
3. Select the animals you want in that mob.
4. Save the mob, then confirm the correct animals appear in the group before activating any virtual paddocks.

Step 7: Release Animals and Activate the Training Virtual Paddock

Release animals into the training paddock only after they are calm and settled. Activate the training virtual paddock when the animals are calmly grazing, walking, or resting in the inclusion zone.

1. Turn on the virtual paddock using the Mobile App or Web App.
2. Allow animals to approach the boundary naturally. Do not pressure them toward the fence.
3. Monitor the group closely during the first 7 to 10 days. Some animals will learn quickly, while others take longer.
4. Continue checking neckband fit, animal behavior, and access to feed and water throughout training.
5. If communications are lost for more than 24 hours, neckbands stop enforcing the boundary until communication returns, so continue direct visual monitoring.

Neckbands do not replace direct visual inspection or good stockmanship. Do not use a virtual boundary as the only barrier near roads or neighboring property, and inspect animals regularly for fit, comfort, and overall welfare.

After Training Period is Complete

Your animals are now ready to be released into your virtual paddocks. Refer to the Maintenance Guide for information on maintaining your herd in the paddocks.

Helpful Information

For more information, images, and instructional videos for all processes listed above, visit the Gallagher eShepherd Help Center at this link. <https://help.eshepherd.com/en/>.

As mentioned above, this guide was created following the Gallagher Quick Start Guide and Mobile App Guide. Those can be found on the Help Center website by clicking on the links below

<https://help.eshepherd.com/en/article/eshepherd-quick-start-guide-pdf-download-9i1zub/>

<https://help.eshepherd.com/en/article/eshepherd-mobile-app-guide-pdf-download-4ei4f7/>

For any questions regarding your virtual fencing collars, contact the numbers or emails at the top of this guide or reach out to Gallagher.