

## Simmental X Steers Excel in USA Tropical Breed Trial

(Ref: F.M.Rouquette,Jr., et al.)  
 Edited by Peter Speers  
 Australian Simmental Breeders Association 1997

Simmental sired calves out of F1 Brahman/Hereford cows excelled in feedlot, carcass and carcass quality traits when compared to Angus X Brahman, Tuli X Brahman and pure Brahman steers in a Texas USA trial.

All steers were bred in Texas, grown out on winter pasture before entering the Texas feedlot for 126 day feeding. The Simmental cross steers displayed superior weight gain before entering the feedlot (125 kg more than the Brahmans). Their gain in the feedlot was also impressive at 1.65kg/day.

After slaughter, carcass assessments showed the Simmental crosses had superior muscling, adequate fat cover, a high yield grade and an acceptable level of marbling for most to fit Select Grade and some fitting Choice Grade.

When assessed for meat eating quality, by both taste panels and laboratory tests, the Simmental crosses had the juiciest and most tender meat with the lowest level of cooking loss.

### Results

TRAIT	SIM x F1 (Brah/Her)	Angus x Brah	Tuli x Brah	Pure Brahman
<b>Feedlot Performance (126 days)</b>				
Feedlot start weight (kg)	426	392	325	301
Final weight (kg)	618	599	480	480
Av. gain / day (kg/day)	1.65	1.75	1.32	1.50
Feed : gain	7.3:1	5.7:1	5.1:1	4.1:1
<b>Carcass Assessment</b>				
Number of steers	23	20	18	15
Hot carcass weight (kg)	389	378	300	300
Rib eye area (sqcm)	85	84	74	69
Fat depth (mm)	7.5	10.0	7.5	5.5
Yield grade	2.62	2.86	2.49	2.49
Marbling (1)	3.52	3.93	3.55	3.27
Crest (Hump) (2)	1.7	2.2	3.2	4.4
<b>Taste Panel Testing</b>				
Juiciness (3)	4.99	4.54	4.87	4.54
Muscle fibre tenderness (4)	5.75	5.42	5.49	4.71
Flavour (5)	5.46	5.50	5.45	5.22
<b>Laboratory Testing</b>				
Warner bratzler shear force (6)	7.22	7.85	8.22	8.93
Cooking loss (%)	22.8	23.4	24.3	26.0

(1) Marbling : 1&2 = Standard Grade; 3 = Select Grade; 4 = Choice Grade

(2) 1 = none, 5 = severe

(3) 1 = V.Dry, 8 = V.Juicy

(4) 1 = V.Tough, 8 = V.Tender

(5) 1 = V.Bland, 8 = VG.Flavour  
(6) 1 = More Tender, 10 = Tough