

Calving Part 3 - Complications

First Name:

Last Name:

Email:

Veterinary
Practice:

Postcode:

Please circle one answer only e.g. **A**

1. The most common cause of adductor paresis (obturator nerve and sciatic nerve injuries) in a cow at calving is:

- A. Hip lock of the calf in anterior presentation
- B. Calf coming backwards (posterior presentation)
- C. Breech calving
- D. Calf with leg back

2. To assist a cow in recovering from obturator nerve paralysis:

- A. Hobble the cow's pelvic limbs just above the fetlock joints with rope no more than 45 cms apart.
- B. Hobble the cow's pelvic limbs just below the fetlock joints with wide webbing no more than 45 cms apart.
- C. Hobble the cow's pelvic limbs just above the fetlock joints with wide webbing no more than 45 cms apart.
- D. Hobble the cow's pelvic limbs just above the fetlock joints with wide webbing one metre apart.

3. Brachial plexus injury of the calf is most common:

- A. During excessive traction of a large calf in anterior presentation when the cow lies down with the calf is halfway out.
- B. During excessive traction of a large calf in posterior presentation when the cow lies down with the calf is halfway out.
- C. When the calf is presented with a leg back
- D. When second stage labour is protracted

4. Femoral nerve injury of the calf is most common:

- A. During excessive traction of a large calf in posterior presentation when the cow lies down with the calf is halfway out.
- B. Following breech presentation
- C. When second stage labour is protracted
- D. When the calf in anterior presentation becomes hip locked when excessive traction is used to aid delivery

5. Full recovery from femoral nerve paralysis may take:

- A. 1-2 months
- B. 3-5 months
- C. 6-8 months
- D. 9-12 months

6. A fracture of either the femur or tibia in a calf:

- A. will heal in a cast within 4 week
- B. Will heal in a cast within 8 weeks
- C. Carries a hopeless prognosis and the calf should be euthanased for welfare reasons.
- D. Will recover if confined to a calving box