

## COUNTRY PRACTICE CATEGORY (ENGLISH)

PRACTICE THEME (ENGLISH)

PRACTICE CONTAINER (ENGLISH)

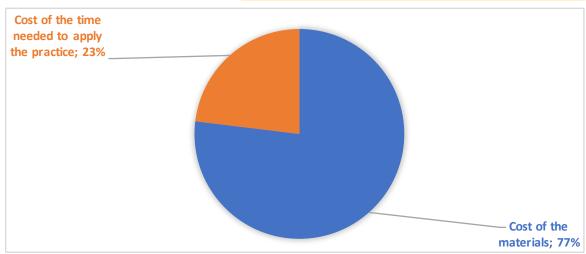
PRACTICE NAME (IN LOCAL LANGUAGE)

## Sweden

APIARY SET-UP AND MANAGEMENT/MAINTENANCE

PROPERLY PLACE HIVES IN THE APIARY

Ha tillräckligt utrymme för förvaring/arbetsredskap



| ITEM                  |                            |  |
|-----------------------|----------------------------|--|
| TOOLS AND SUPPLIES    | COST OF TOOLS AND SUPPLIES | COST PER EACH ITEM for practice implementation |
| Anpassad benställning | 50,00€                     | 50,00€   |
|                       |                            |  |
|                       | Cost of the materials      | € 50,00  |

## COST OF THE TIME NEEDED TO APPLY THE PRACTICE

| Number of persons          |           | 1                                      |   |
|----------------------------|-----------|--|---|
| Time required (in minutes) |           | 30                                     |   |
| Costs for one person       |           | 15,00€                                 |   |
| Average hourly labor cost  |           | 30,00€                                 |   |
|                            | Cost of t | he time needed to apply the practice € | : |

TOTAL COSTS/ITEM € 65,00

15,00

## BENEFITS IF THE PRACTICE IS APPLIED

| sparar tid vid arbetet med bina | € | 30,00 |
|---------------------------------|---|-------|
|                                 |   |       |
|                                 |   |       |
|                                 |   |       |

TOTAL BENEFITS/ITEM € 30,00

| AUTOMATIC CALCULATION CONSIDERING COSTS AND BENEFITS | 1 |
|--|---|
| RATING FOR BEE HEALTH                                | 0 |

| RATING FOR HUMAN HEALTH                            | 3 |
|--|---|
| RATING FOR ENVIRONMENTAL IMPACT                    | 2 |
| RATING FOR SCIENTIFIC VALUE                        | 0 |
| RATING FOR READINESS TO USE - BEEKEEPERS KNOWLEDGE | 2 |
| RATING FOR READINESS TO USE - TOOLS                | 2 |

TOTAL VALUE 10