New Westminster Beekeeper's Association 19 Things to Know about Beekeeping

Module 3 – Package Bees

This module was prepared for members of the New Westminster Beekeeper's Association and are intended to be augmented by a hands-on experience in the bee yard.

Buying and installing package bees are one of several ways to start a beehive.

Kintail Honey, NZ – package of 1kg of bees (10,000) and a caged mated queen. Plastic feeder cans are filled with a sugar gel that feeds the bees during transport.

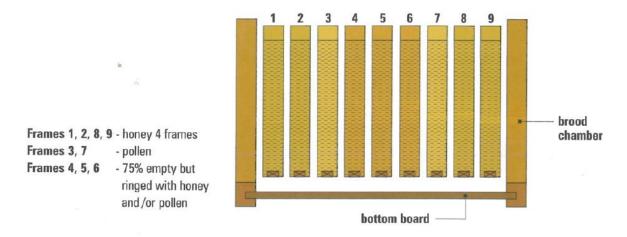
637 1-kg Kintail packages are shipped on one aircraft pallet covered with dry ice packets to keep the bees inactive during the flight.





Preparing for a Package of Bees

Prepare the brood chamber with honey, pollen, and empty brood frames. Also have sugar syrup and a 1lb pollen patty on hand



Pouring the Package

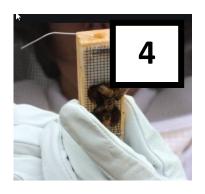
- 1. Remove middle 3-4 frames
- 2. Tap the package onto the ground to dislodge the bees
- 3. Remove feeder can
- 4. Remove queen cage
- 5. Pour bees into the empty space
- 6. Gently add back empty frames
- 7. Remove queen candy from cage
- 8. Place queen cage between frames
- 9. Add pollen patty & syrup

Release queen in 5 days (if she has not already been released by the bees



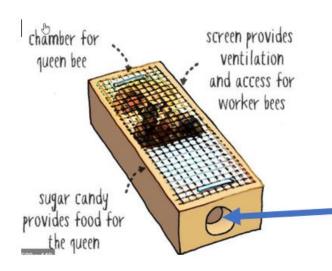






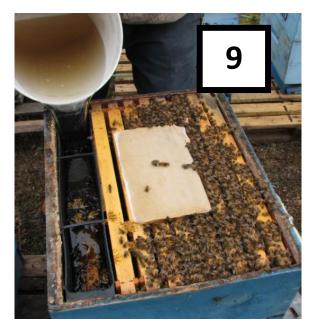






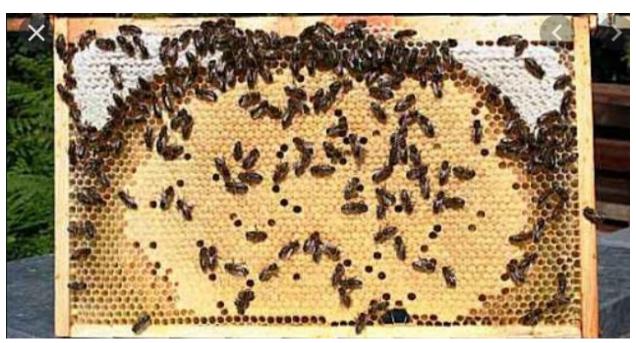
Remove Plastic Tab or Cork from Candy End of Cage





Care and Feeding for a Package of Bees

- Day 0 Pour Bees
 - Feed 4 litres Syrup
 - o Feed 500gm Pollen Patty
 - o Medicate (Oxytet and Fumagilin Dust) per directions
- Day 5 Check Queen Release.
- Day 10
 - Queen Check (Do not look for the queen. Look for eggs & larvae)
 - Feed 4 litres Syrup
 - o Feed 500gm Pollen Patty
 - o Medicate (Oxytet and Fumagilin Dust) per directions
- Day 20
 - Queen Check (Look for eggs, larvae, pupae) (Check brood pattern)
 - Feed 4 litres Syrup
 - o Feed 500gm Pollen Patty
- Day 30
 - Queen Check (look for brood in all stages, and brood pattern)
 - Feed Syrup if colony does not have 4 full frames of capped honey



Perfect Brood Frame

End.