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RED MEAT

Guide to Farmlets

Contents

What are farmlets?

A farmlet groups together one or more blocks of land and mobs, forming a system within your greater farm business.

Each farmlet has its own feed budget generated from the individual pasture growth rates of each block, modelled separately by the FARMAX engine.

You can transfer mobs between farmlets during the year, with costs attached to each transfer, resulting in more accurate financial reports.

You should use farmlets if:

- You run multiple systems on your farm and want to compare and understand how each component is contributing to the overall performance of the business.

- Your farm is run as a single business.

- You want to compare the potential and performance of each block on your farm.

- You have a specialised block, e.g. a lucerne block, which you want to manage differently to your other blocks.

- You have non-contiguous blocks with separate supply/demand curves or stocking policies.

- You use a high intensity grazing system, such as Technos, and you want to track the performance of land/animal combinations.

Creating farmlets

When setting up a FARMAX file with farmlets, you will need to add new farmlets. Firstly, you will need to be in Farmlet View. To do this, either double click on your **farm name**, or right click and select **Farmlet mode**.

About

Once you are in farmlet view, right click on the **top farm level** and add a new Farmlet.

- Farmlets can be renamed by clicking on the **farmlet**, then clicking **Properties** and entering the farmlet name here. You can also update the display colour used in several of the reports.
- Each farmlet has its own pasture model and covers.
- You can switch between Farmlet View and Whole Farm View by double clicking (or right-clicking) on the **farm object** in the tree view.
- If you need to add a brand-new block or enterprise, right click on the farmlet, and add the enterprise.
  - Each block belongs to a farmlet. To move a block into a different farmlet, drag and drop the block's icon in the tree view.
  - Each mob initially belongs to a farmlet. To change a mob's initial farmlet, drag and drop the mob's icon in the tree view. Unlike blocks, mobs can move between farmlets over time, using a Farmlet Move event. A mob that moves between two farmlets will appear twice on the tree view, once under each farmlet.

- Each enterprise, likewise, can appear under more than one farmlet, according to how its mobs are allocated.
- For stock, this can be done either with an entire enterprise or individual mobs within an enterprise.
- Supply and demand will then be calculated for the blocks and stock in each farmlet.

Additional Information

Where a mob or enterprise is split between farmlets, use Whole Farm View to see and report on the entire mob or enterprise, and farmlet view to report on the portions of the mob or enterprise that belong to a specific farmlet.

Deleting farmlets

To delete a farmlet, right-click on its icon in the tree view and select **Delete**. (You may first need to select **Farmlet View** from the right-click menu of the farm icon.)

About

Any enterprises, mobs or blocks which were assigned to the farmlet being deleted will be automatically transferred to the first available remaining farmlet.

Deleting a farmlet will not cause any data loss, other than the farmlets own properties and farmlet-level supplement feeding (if any).

There must always be at least one farmlet, so the last remaining farmlet cannot be deleted.

Stock transfers between farmlets

About

Below is some important information about transferring stock between farmlets.

- When moving whole mobs use farmlet transfer.
- When moving part of the mob use a regular transfer.
- Costs: internal sale/ purchase between farmlets which should offset each other (gross margin of each farmlet impacted.

- When using farmlet transfer, the mob/enterprise being moved will appear in both farmlets. This represents the movement of the mob.
  - When a mob is selected in one farmlet, the name in the other previous farmlets will be highlighted showing that they are the same mob.

Feed allocation

About

- The Allocation Report is available for farms, farmlets and enterprises, and shows how the total feed demand is made up over time.

- For enterprises and farmlets, demand is split by mob.

- For farms, demand is split either by farmlet (if farmlets are visible) or by enterprise.

- A menu option lets you see the demands in absolute terms (daily kg Std DM/ha) or as a percentage of the total at each point in time.

- The allocation report makes it easy to see which enterprises, mobs and farmlets are the most significant in consuming feed and is a useful diagnostic report to check your model.

Farmlet gross margin comparison

When comparing farmlets, individual farmlets can be included or excluded from the total calculation by using the tick boxes at the heading of each column. When data is excluded from the total, the column will be greyed out.

About

- When the Compare Farmlets Gross Margin Report is printed or exported to .csv, only data from ticked columns will be included.

- Modelled expenses for farmlets will be distributed based on the events entered for stock or land present in the farmlet.
  - E.g. shearing expense for ewes on Farmlet 1 will be applied to Farmlet 1.

- When modelled expenses are not being used, the expenses will be apportioned to farmlets based on their demand as a proportion of the farm total.
  - E.g. if Farmlet 1 accounts for 45% of the total farm demand, then 45% of each non-modelled expense will be assumed to have come from Farmlet 1.

Farm^{IQ} x farmlets

About

There are a few different things to keep in mind when using the integration:

- If part of a mob is shifted into a different farmlet in FARMAX, this would involve new matchings when completing the import as it is a new mob. It would need to be a new trait group in Farm^{IQ} too, as sales for example can only be matched from one trait group to one mob.

- Paddock transfers do not come through to FARMAX.
- Covers come through at the whole farm level only.

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